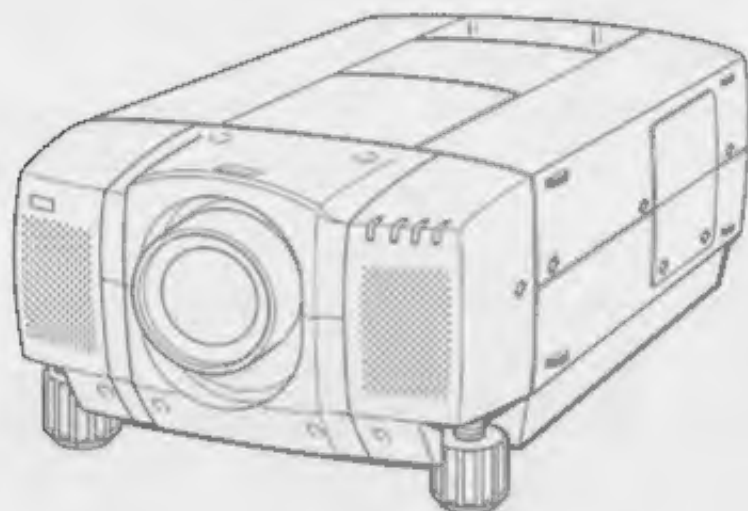




MULTIMEDIA PROJECTOR

**MODEL LC-SX1U**  
**LC-SX1UL (Without Lens)**



**OWNER'S INSTRUCTION MANUAL**

#### INFORMATION TO THE USER

**NOTE:** This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the owner's manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

### SAFETY PRECAUTIONS

#### WARNING:

**TO REDUCE THE RISK OF FIRE OR ELECTRIC SHOCK, DO NOT EXPOSE THIS APPLIANCE TO RAIN OR MOISTURE.**

This Projector has a grounding-type AC line plug. This is a safety feature to be sure that the plug will fit into the power outlet. Do not try to defeat this safety feature.

Intense light source. Do not stare directly into the projection lens as possible eye damage could result. Be especially careful that children do not stare directly into the beam.

The Remote Control Unit, supplied to this projector, emits the laser beam as the Laser Pointer function from the Laser Light Window while pressing the LASER button. Do not look into the Laser Light Window or shine the laser beam on yourself or other people. Eye damage may result.

If the Projector will not be used for an extended time, unplug the new Projector from the power outlet.

This Projector should be set in the way indicated. Never hang the projector, or fall down on its side. It may result in fire hazard.

**READ AND KEEP THIS OWNER'S MANUAL FOR LATER USE.**



**CAUTION**  
**RISK OF ELECTRIC SHOCK**  
**DO NOT OPEN**



**CAUTION:** TO REDUCE THE RISK OF ELECTRIC SHOCK, DO NOT REMOVE COVER (OR BACK). NO USER-SERVICEABLE PARTS INSIDE EXCEPT LAMP REPLACEMENT. REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.



THIS SYMBOL INDICATES THAT DANGEROUS VOLTAGE CONSTITUTING A RISK OF ELECTRIC SHOCK IS PRESENT WITHIN THIS UNIT.



THIS SYMBOL INDICATES THAT THERE ARE IMPORTANT OPERATING AND MAINTENANCE INSTRUCTIONS IN THE OWNER'S MANUAL WITH THIS UNIT.

#### IMPORTANT:

For your protection in the event of theft or loss of this LC Data-Grade projector, please record the Model Number and Serial Number located on the rear of unit and retain this information. Refer to these numbers whenever you call upon your authorized dealer regarding this product.

Do not discard shipping carton and packing materials. These items may be needed for storage or future servicing.

Model No : LC-SX1U/SX1UL

Serial No : \_\_\_\_\_

# IMPORTANT SAFETY INSTRUCTIONS

All the safety and operating instructions should be read before the product is operated.

Read all of the instructions given here and retain them for later use. Unplug this projector from AC power supply before cleaning. Do not use liquid or aerosol cleaners. Use a damp cloth for cleaning.

Do not use attachments not recommended by the manufacturer as they may cause hazards.

Do not place this projector on an unstable cart, stand, or table. The projector may fall, causing serious injury to a child or adult, and serious damage to the projector. Use only with a cart or stand recommended by the manufacturer, or sold with the projector. Wall or shelf mounting should follow the manufacturer's instructions, and should use a mounting kit approved by the manufacturer.

Do not expose this unit to rain or use near water... for example, in a wet basement, near a swimming pool, etc...

Slots and openings in the back and bottom of the cabinet are provided for ventilation, to insure reliable operation of the equipment and to protect it from overheating.

The openings should never be covered with cloth or other material, and the bottom opening should not be blocked by placing the projector on a bed, sofa, rug or other similar surface. This projector should never be placed near or over a radiator or heat register.

This projector should not be placed in a built-in installation such as a bookcase unless proper ventilation is provided.

This projector should be operated only from the type of power source indicated on the marking label. If you are not sure of the type of power supplied, consult your authorized dealer or local power company.

Do not overload wall outlets and extension cords as this can result in fire or electric shock. Do not allow anything to rest on the power cord. Do not locate this projector where the cord will be abused by persons walking on it.

Never push objects of any kind into this projector through cabinet slots as they may touch dangerous voltage points or short out parts that could result in a fire or electric shock. Never spill liquid of any kind on the projector.

Do not attempt to service this projector yourself as opening or removing covers may expose you to dangerous voltage or other hazards. Refer all servicing to qualified service personnel.

Unplug this projector from wall outlet and refer servicing to qualified service personnel under the following conditions:

- When the power cord or plug is damaged or frayed.
- If liquid has been spilled into the projector.
- If the projector has been exposed to rain or water.
- If the projector does not operate normally by following the operating instructions. Adjust only those controls that are covered by the operating instructions as improper adjustment of other controls may result in damage and will often require extensive work by a qualified technician to restore the projector to normal operation.
- If the projector has been dropped or the cabinet has been damaged.
- If the projector exhibits a distinct change in performance-this indicates a need for service.

When replacement parts are required, be sure the service technician has used replacement parts specified by the manufacturer that have the same characteristics as the original part. Unauthorized substitutions may result in fire, electric shock, or injury to persons.

Upon completion of any service or repairs to this projector, ask the service technician to perform routine safety checks to determine that the projector is in safe operating condition.



This projector is equipped with a grounding type AC line plug. Should you be unable to insert the plug into the outlet, contact your electrician. Do not defeat the safety purpose of this grounding type plug.

Follow all warnings and instructions marked on the projectors.

For added protection to the projector during a lightning storm, or when it is left unattended and unused for long periods of time, unplug it from the wall outlet. This will prevent damage due to lightning and powerline surges.



An appliance and cart combination should be moved with care. Quick stops, excessive force, and uneven surfaces may cause the appliance and cart combination to overturn.

If the projector is to be built into a compartment or similarly enclosed, the minimum distances must be maintained.

Do not cover the ventilation slot on the projector.

Heat build-up can reduce the service life of your projector, and can also be dangerous.



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# FEATURES AND DESIGN

## INTRODUCTION

The multimedia projector that combines powerful and sophisticated features with easy-to-use, intuitive controls. Built-in multimedia features include audio, a palette of 16.77 million colors and active matrix liquid crystal display (LCD) technology. The projector is ideal for high-performance business, training and imaging applications that demand exceptional color quality.

## COMPATIBILITY

The projector is compatible with many different types of personal computers and video devices, including:

- IBM-compatible computers, including laptops, up to 1600 x 1200 resolution.
- Apple Macintosh and PowerBook computers up to 1600 x 1200 resolution.
- Various VCRs, video disc players, video cameras, DVD players, satellite TV tuners or other AV equipment using any of the worldwide video standards, including NTSC, NTSC4.43, PAL, PAL-M, PAL-N and SECAM.

## IMAGE RESOLUTION

The resolution of the projector's projected image is 1280 x 1024. The projector displays computer images just as they appear on your computer's monitor. Screen resolutions between 1280 x 1024 and 1600 x 1200 are compressed to 1280 x 1024. The projector cannot display screen resolutions above 1600 x 1200. If your computer's screen resolution is higher than 1600 x 1200, reset it to a lower resolution before you connect the projector.

## AUTOMATIC MULTISCANNING SYSTEM

This projector can detect display signals from most personal computers currently distributed. It is free from complicated adjustments to project picture images from PC.

## SCREEN MODE

Screen display can be selected among:

- |               |  |
|---------------|--|
| Computer mode | — True, Digital zoom (Expand, Compress, Panning) |
| Video mode    | — Regular (4:3), Wide (16:9)                     |

## MULTILANGUAGE

MENU DISPLAY is displayed with: English, German, French, Italian, Spanish and Japanese.

## UNPACKING THE PROJECTOR

The projector comes with the parts listed below. Check to find all the parts are included. If any parts are missing, contact an authorized dealer or service station.

- |   |                                       |
|---|---------------------------------------|
| ● Owner's Manual.                             | ● AC Power Cord.                      |
| ● Wireless Remote Control Unit.               | ● Wireless/Wired Remote Control Unit. |
| ● Remote Control Cable.                       | ● Batteries for Remote Control Units. |
| ● Graphic Accelerator Board and its Software. | ● Digital Flat Panel Cable.           |
| ● VGA Cable.                                  | ● Mouse Cable for PS/2 port.          |
| ● Mouse Cable for serial port.                | ● Mouse Cable for ADB port.           |
| ● VGA/MAC Adapter.                            | ● Protective Dust Cover               |
| ● Lens Cover.                                 |                                       |

## TRADEMARKS

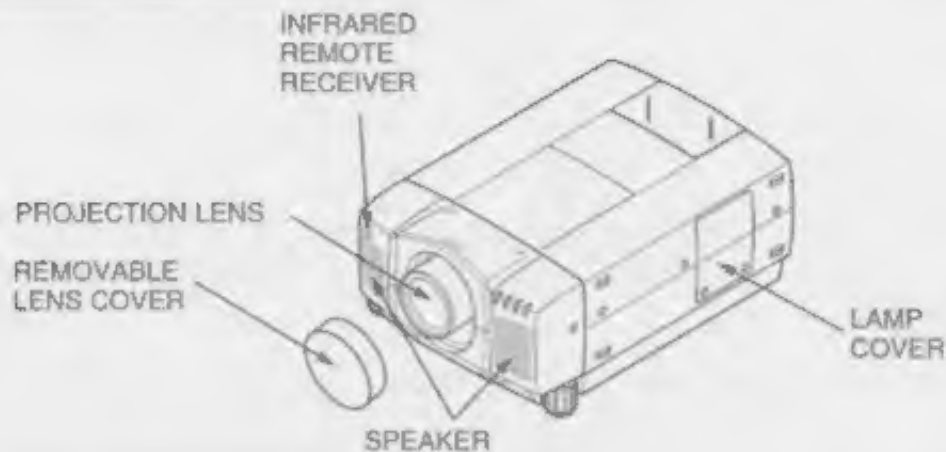
- Apple, Macintosh, and PowerBook are trademarks or registered trademarks of Apple Computer, Inc.
- IBM and PS/2 are trademarks or registered trademarks of International Business Machines, Inc.
- Windows is a trademarks or registered trademarks of Microsoft Corporation.
- Other trademarks are the property of their respective owners.



# INSTALLATION

## NAME OF EACH PART OF THE PROJECTOR

### FRONT OF THE PROJECTOR



### REAR OF THE PROJECTOR

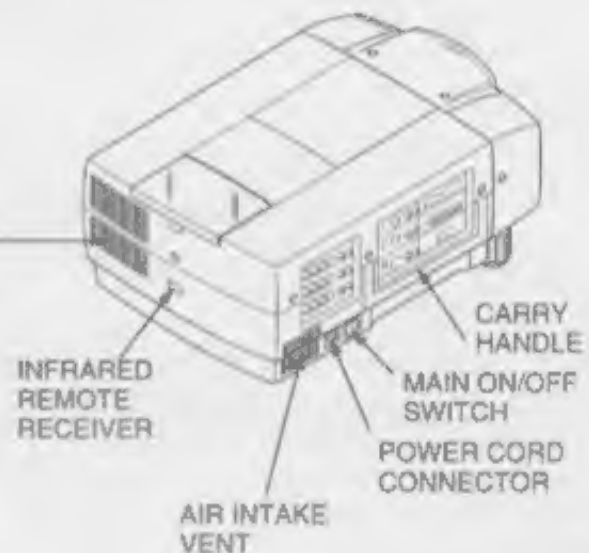
#### EXHAUST VENT



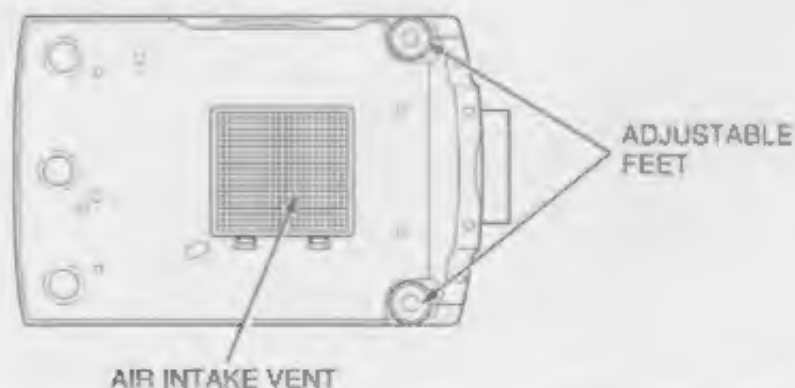
#### CAUTION HOT AIR!

Air blown from the exhaust vent is hot. Observe the following when handling your projector or choosing a location to install it.

- Keep heat-sensitive objects away from the exhaust port.
- If you set the projector on top of a metallic surface, the surface will become hot because of the hot air exhaust. Be careful when handling.
- Do not touch the cabinet near to the exhaust vent area, and especially screws and metallic parts. These parts will become hot while the projector is used.



### BOTTOM OF THE PROJECTOR



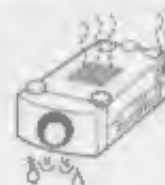
# SETTING UP THE PROJECTOR

## POSITIONING:

- This projector is basically designed to project on a flat projection surface.
- This projector can be focused from 4.9' (1.5 m) – 80.7' (24.6 m).
- Refer to the figure below as an example when positioning the projector to the screen.

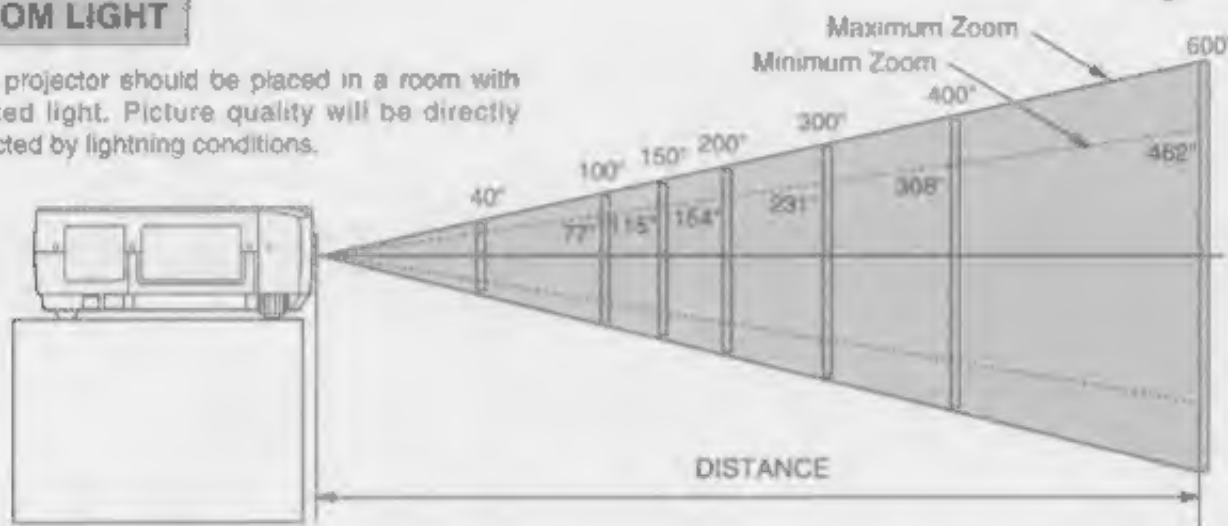


**THIS PROJECTOR SHOULD BE SET IN THE WAY INDICATED. NEVER HANG THE PROJECTOR, OR FALL DOWN ON ITS SIDE. IT MAY RESULT IN FIRE HAZARD.**



## ROOM LIGHT

The projector should be placed in a room with limited light. Picture quality will be directly affected by lightning conditions.



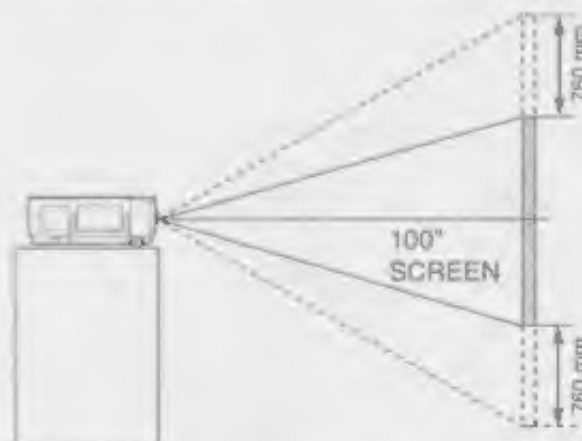
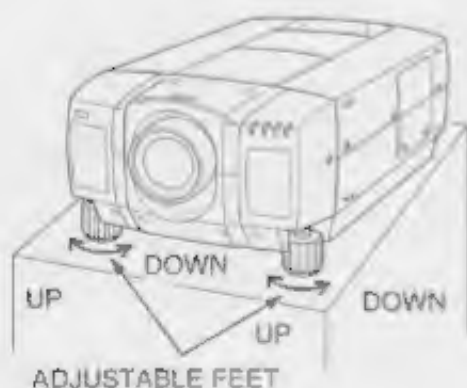
Screen Size	Max. Zoom	40"	100"	150"	200"	300"	400"	600"
	Min. Zoom	—	77"	115"	154"	231"	308"	462"
Distance		4.9' (1.5 m)	13.1' (4.0 m)	20' (6.1 m)	26.9' (8.2 m)	40' (12.2 m)	53.8' (16.4 m)	80.7' (24.6 m)

## ADJUSTABLE FEET

Picture tilt and projection angle can be adjusted by twisting ADJUSTABLE FEET. Projection angle can be adjusted up to 4 degrees by rotating Adjustable Feet.

### MOVE THE PROJECTED IMAGE POSITION

Adjust the projected image position (maximum 760mm downward or upward on the 100" screen) by using lens shift function. (See page 33.)

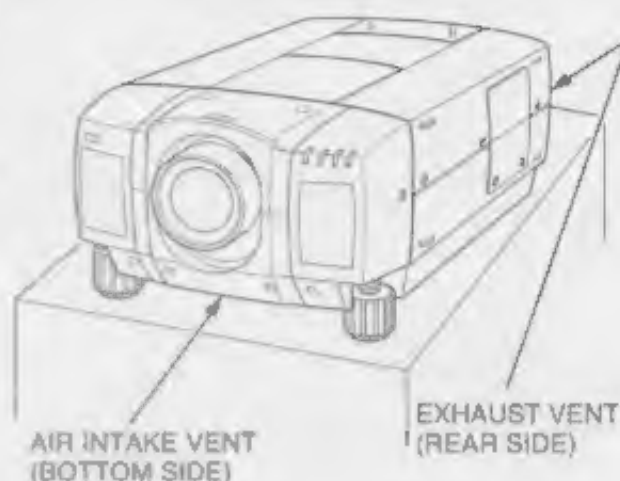


### VENTILATION

This projector is equipped with a cooling fan to protect it from overheating. Pay attention to the following to ensure the ventilation and avoid a possible risk of fire and malfunction.



- Do not cover the vents with papers or other materials.
- Keep the rear grill at least 3.3' (1m) away from any object.
- Make sure that there are no objects under the projector. An object under the projector may prevent the projector from taking the cooling air through the bottom vent.



## MOVING THE PROJECTOR



Use the carry handle when moving the projector. Replace the lens cover and rotate the adjustable feet fully clockwise.



### CAUTION IN CARRYING OR TRANSPORTING THE PROJECTOR

- Do not drop or give a shock to the projector, otherwise damage or malfunction may result.
- When carrying the projector, use a Eiki recommended Carrying Case.
- Do not transport the projector by using a courier or transport service in an unsuitable transport case. This may cause damage to the projector. To transport the projector through a courier or transport service, use a Eiki recommended Case.
- For a carrying or transportation cases, contact a Eiki authorized dealer.

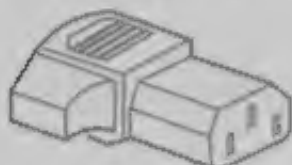


## POWER REQUIREMENTS

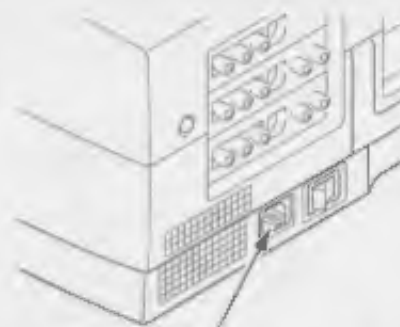
Your projector uses nominal input voltages of 100-120 VAC. The projector automatically selects the correct input voltage. The projector is designed to work with single-phase power systems having a grounded neutral conductor. To reduce the risk of electrical shock, do not plug into any other type of power system.

Consult your authorized dealer or service station if you are not sure what type of power is supplied to your building.

Projector side (Female)



AC outlet side (Male)

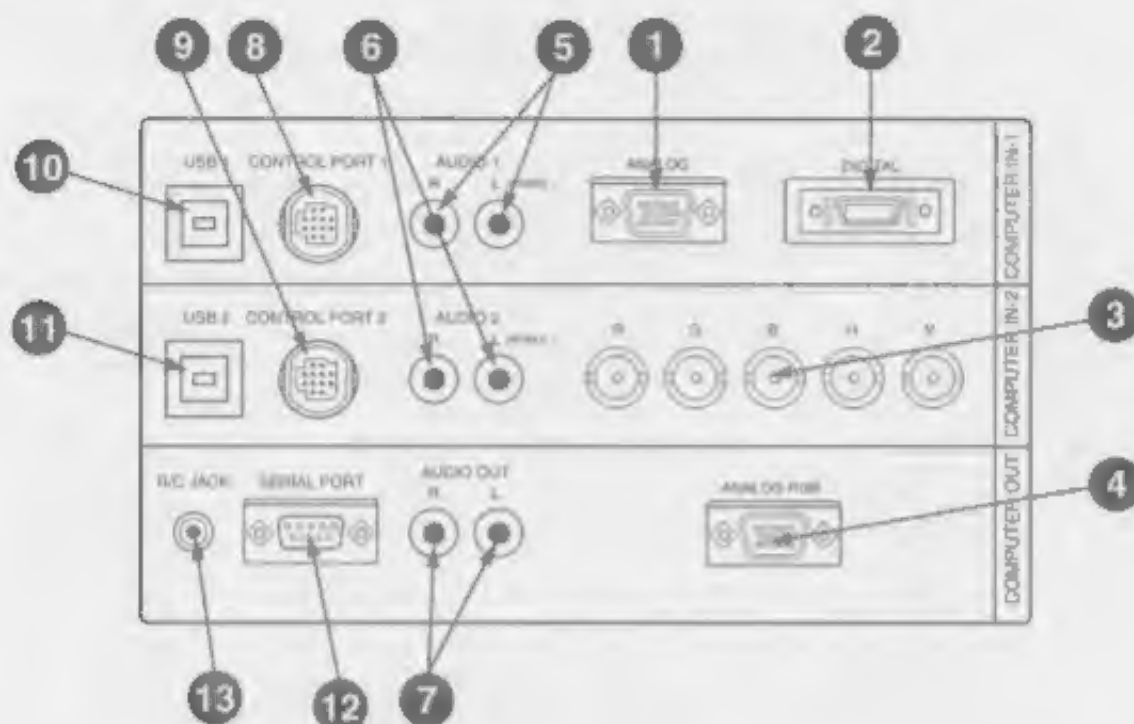


Connect the AC power supply cord (supplied) to the projector. The socket-outlet must be near this equipment and must be easily accessible.

# CONNECTING THE PROJECTOR

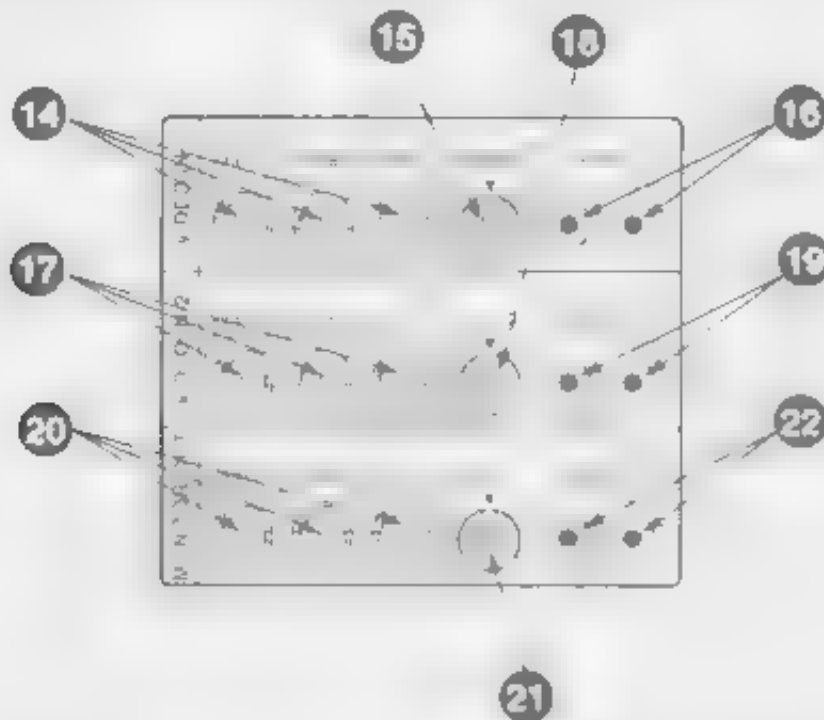
## TERMINAL OF THE PROJECTOR

### SIDE OF THE PROJECTOR (CONNECT THE COMPUTER)



- |  |   |
|--|---|
| <p><b>1 COMPUTER INPUT-1 TERMINAL (ANALOG HDB 15-PIN)</b><br/>Used to connect a computer to the projector.</p> <p><b>2 COMPUTER INPUT-1 TERMINAL (DIGITAL MD8 20-PIN)</b><br/>Used to connect a computer to the projector.</p> <p><b>3 COMPUTER INPUT-2 JACKS (BNC TYPE × 5)</b><br/>Used to connect a computer to the projector.</p> <p><b>4 MONITOR OUTPUT TERMINAL (ANALOG HDB 15-PIN)</b><br/>Used to connect a monitor to the projector.</p> <p><b>5 COMPUTER AUDIO INPUT-1 JACKS (R and L)</b><br/>Used to connect an audio output from the computer to the projector.</p> <p><b>6 COMPUTER AUDIO INPUT-2 JACKS (R and L)</b><br/>Used to connect an audio output from the computer to the projector.</p> <p><b>7 AUDIO MONITOR OUTPUT JACKS (R and L)</b><br/>Used to connect an audio input from audio equipment to the projector.</p> | <p><b>8 CONTROL PORT-1 CONNECTOR</b><br/>Used to connect a mouse cable to the projector.</p> <p><b>9 CONTROL PORT-2 CONNECTOR</b><br/>Used to connect a mouse cable to the projector.</p> <p><b>10 USB PORT-1 CONNECTOR</b><br/>Used to connect a computer to the projector.</p> <p><b>11 USB PORT-2 CONNECTOR</b><br/>Used to connect a computer to the projector.</p> <p><b>12 SERIAL PORT TERMINAL (DB9)</b><br/>Used to connect a computer to the projector.</p> <p><b>13 WIRED REMOTE JACK</b><br/>When using the wired remote control, connect the remote cable to this jack.</p> |
|--|---|

## SIDE OF THE PROJECTOR (CONNECT THE VIDEO EQUIPMENT)

**14** VIDEO INPUT JACKS-1 (BNC TYPE x 3)

Used to connect a video source to the projector.

**15** S-VIDEO INPUT JACK-1

Used to connect an S-Video source to the projector.

**16** AUDIO INPUT JACKS-1 (R and L)

Used to connect an audio source to the projector.

**17** VIDEO INPUT JACKS-2 (BNC TYPE x 3)

Used to connect a video source to the projector.

**18** S-VIDEO INPUT JACK-2

Used to connect a S-VHS video source to the projector.

**19** AUDIO INPUT JACKS-2 (R and L)

Used to connect an audio source to the projector.

**20** VIDEO MONITOR OUTPUT JACKS (BNC TYPE x 3)

Used to connect a video monitor to the projector.

**21** VIDEO MONITOR (S-VIDEO) OUTPUT JACK

Used to connect an S-Video monitor to the projector.

**22** AUDIO MONITOR OUTPUT JACKS (R and L)

Used to connect an audio monitor to the projector.

## CONNECTING THE COMPUTER

### CONNECTING TO THE COMPUTER INPUT 1 TERMINAL (ANALOG HDB 15-PIN)

Personal computers and terminals are connected to the projector as follows.

- Connect the computer to the projector using the supplied A/V cable.

**CAUTION** To prevent the projector from overheating, do not connect the projector to a computer that generates excessive heat. If the projector is connected to a computer that generates excessive heat, the projector may overheat and the projector may be damaged.

### CONNECTING TO THE COMPUTER INPUT 1 TERMINAL (DIGITAL MDR 20-PIN)

Input/output of digital data is possible using the digital MDR 20-pin connector. When using the digital connector, the computer must be connected to the projector using the supplied digital cable. The digital cable is supplied with the projector. The digital cable is connected to the digital input terminal on the projector.

CONNECTION on page 15 and 17

### CONNECTING TO THE COMPUTER INPUT 2 JACKS (BNC x 5)

Personal computers and terminals are connected to the projector as follows.

- Connect the computer to the projector using the supplied BNC cable.

### CONNECTING TO THE COMPUTER AUDIO INPUT JACKS (1 and 2)

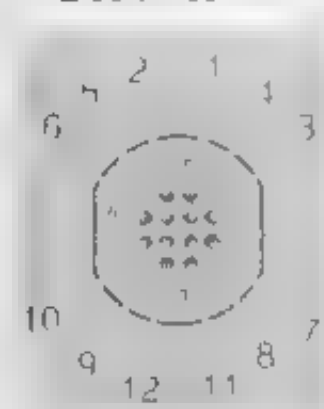
- Connect the computer to the projector using the supplied audio cable.

### CONNECTING TO THE MULTI POLE 12 PIN (CONTROL PORT) CONNECTORS (1 and 2)

- When using the control port, connect the control port cable between projector control port and computer mouse port or serial port.

COMPUTER TYPE	CABLE
BM Compatible computer with PS/2 mouse port	PS/2 Cable
IBM Compatible computer with serial port	Serial Cable
Apple Macintosh	ADB Cable

#### ■ CONTROL PORT



#### PS/2 Port Serial Port ADB Port



#### CONTROL PORT CABLE REMOVAL HINT

Disconnect control port cable with following steps.

- 1 Hold the portion (A) of the connector with one hand.
- 2 Pull the portion (B) arrow direction and remove connector.

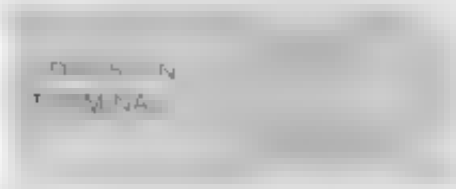


## CONNECTING TO THE MONITOR OUTPUT TERMINAL (ANALOG HDB 15 PIN)

This terminal outputs the information from the projector to the video receiver or the screen. Computer 1 or Computer 2 When video source (video 1 or video 2) is selected, the projector displays Computer 1 input information.

An external monitor can be connected to the DB15 connector via a cable or the projector.

- Connect the monitor to this terminal using the VGA cable as follows.



Pin No./Signal	Pin No./Signal
1 Red input	9 Non Connect
2 Green input	10 Ground (Vert. sync)
3 Blue input	11 Sense 0
4 Sense 2	12 Sense 1
5 Ground (Honz. sync)	13 Honz. sync
6 Ground (Red)	14 Vert. sync
7 Ground (Green)	15 Reserved
8 Ground (Blue)	

## CONNECTING TO THE AUDIO MONITOR OUTPUT (VARIABLE) JACKS

These jacks will send the audio information from the projector to the video receiver or the screen. Computer 1 or Computer 2 When video source (video 1 or video 2) is selected, the projector outputs the audio signal from the selected video source.

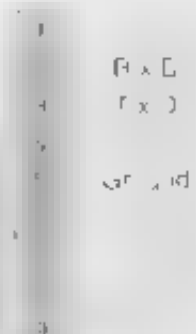
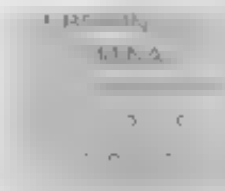
Use RCA type audio for connection.

- When using the projector with a video receiver, connect the audio cable to the respective right and left jacks.
- When using the projector with a screen, connect the audio cable to the right and left jacks.

## CONNECTING TO THE SERIAL PORT (DB 9 PIN) TERMINAL

- Connect the cable to the serial port terminal as follows.  
From your computer to this terminal

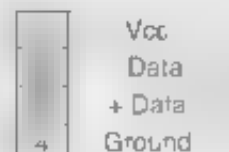
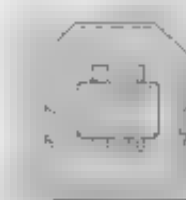
### ■ SERIAL PORT



## CONNECTING TO THE USB PORT CONNECTORS (1 and 2)

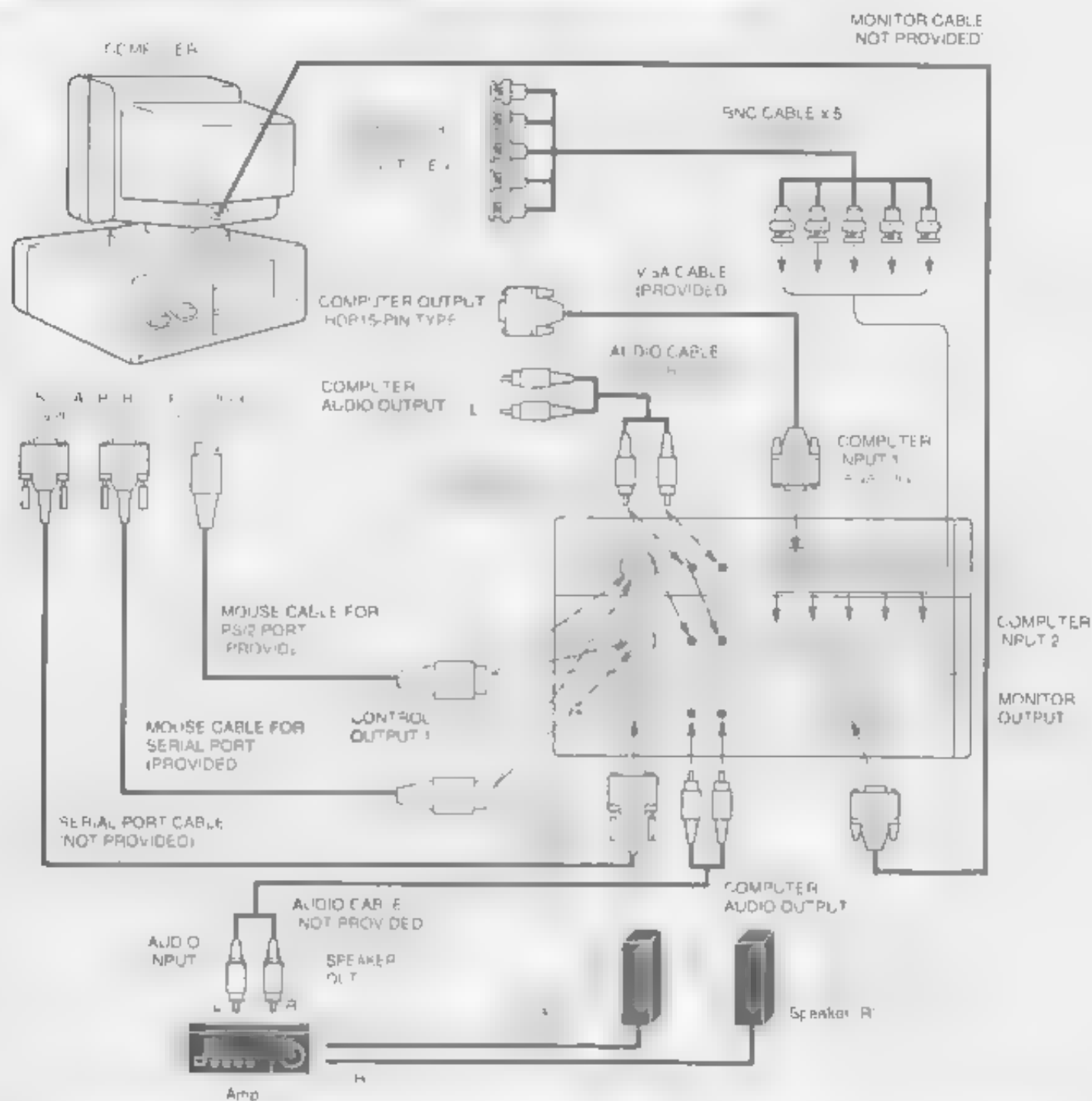
This Projector has two USB ports (1 and 2) for the connection of external equipment to the projector.

### ■ USB PORT





## CONNECTING AN IBM COMPATIBLE DESKTOP COMPUTER

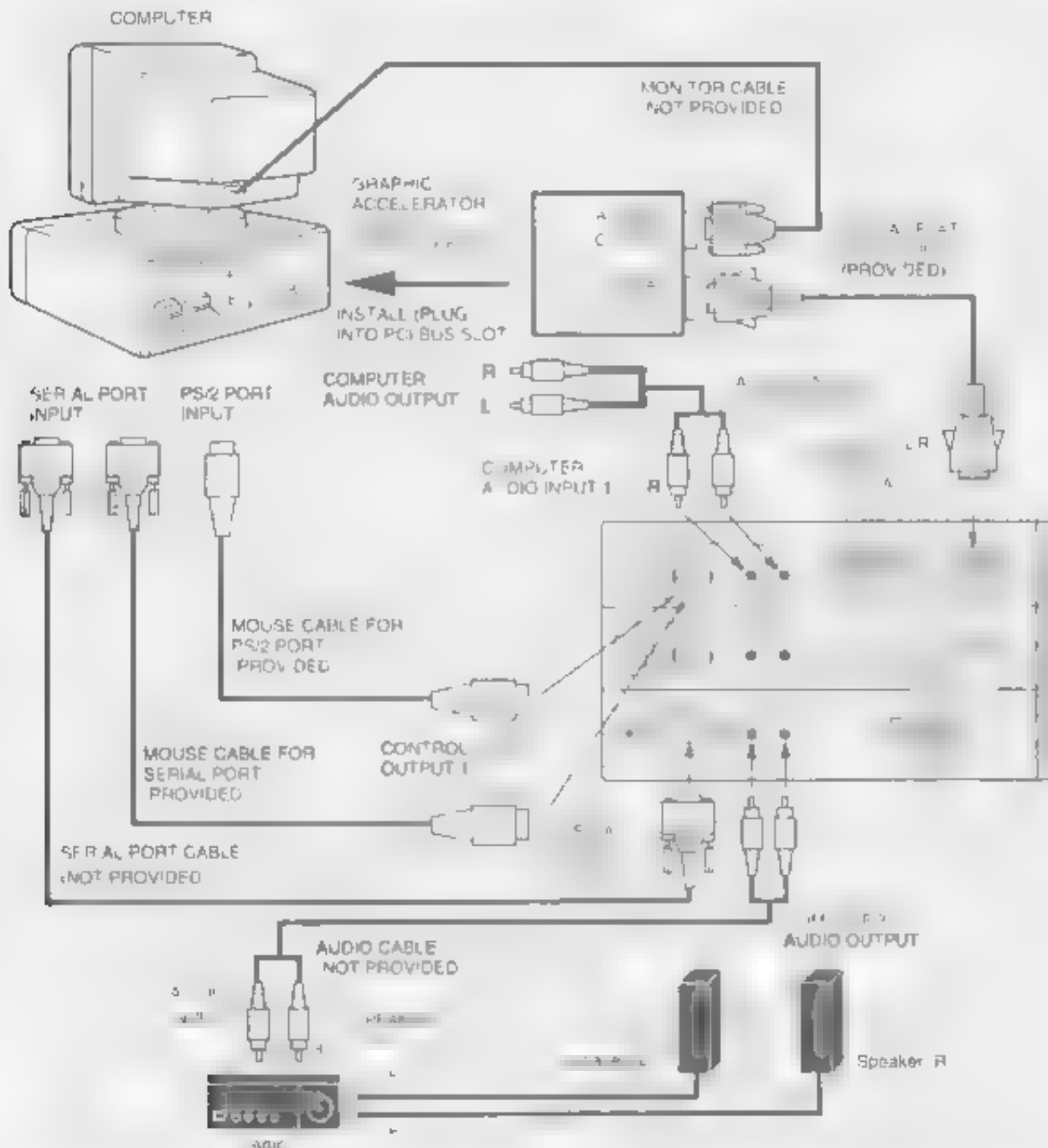


**NOTE** When connecting the projector to the computer, the external audio system should be disconnected from AC. The Turn On/Off switch should be in the On position while the projector is switched on.

## CONNECTING AN IBM-COMPATIBLE DESKTOP COMPUTER (DIGITAL INPUT CONNECTION)

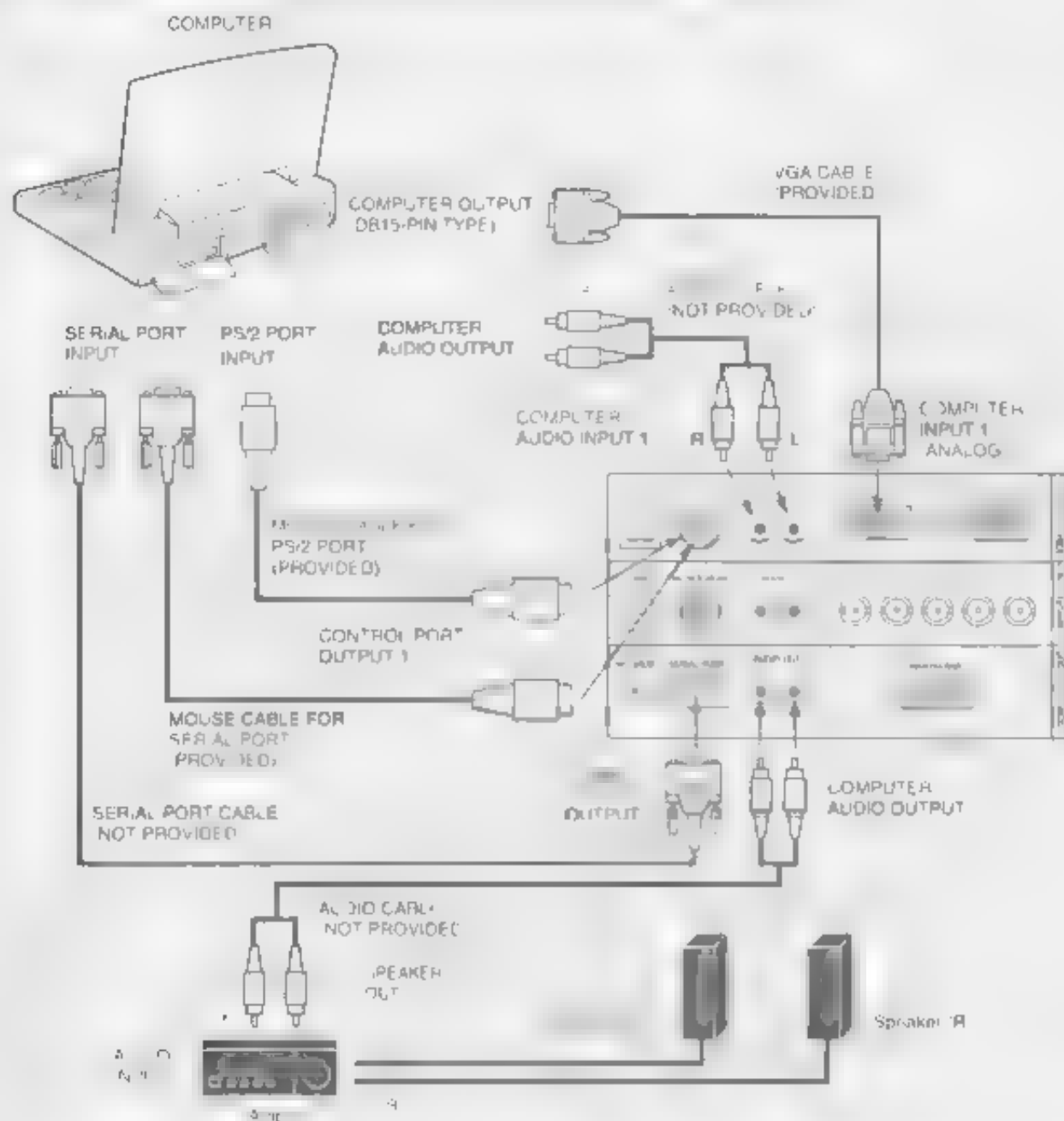
### NOTE:

Before using with digital connection, install (plug in) Graphic Accelerator Board (included within projector) into PCI bus slot of the computer and set up the computer following instructions in the Graphic Accelerator Board package.



**NOTE:** When connecting the cable, the power cord to both the computer and the external equipment should be disconnected from AC power. Turn the power and volume of the projector off before the computer is switched on.

## CONNECTING AN IBM COMPATIBLE LAPTOP COMPUTER

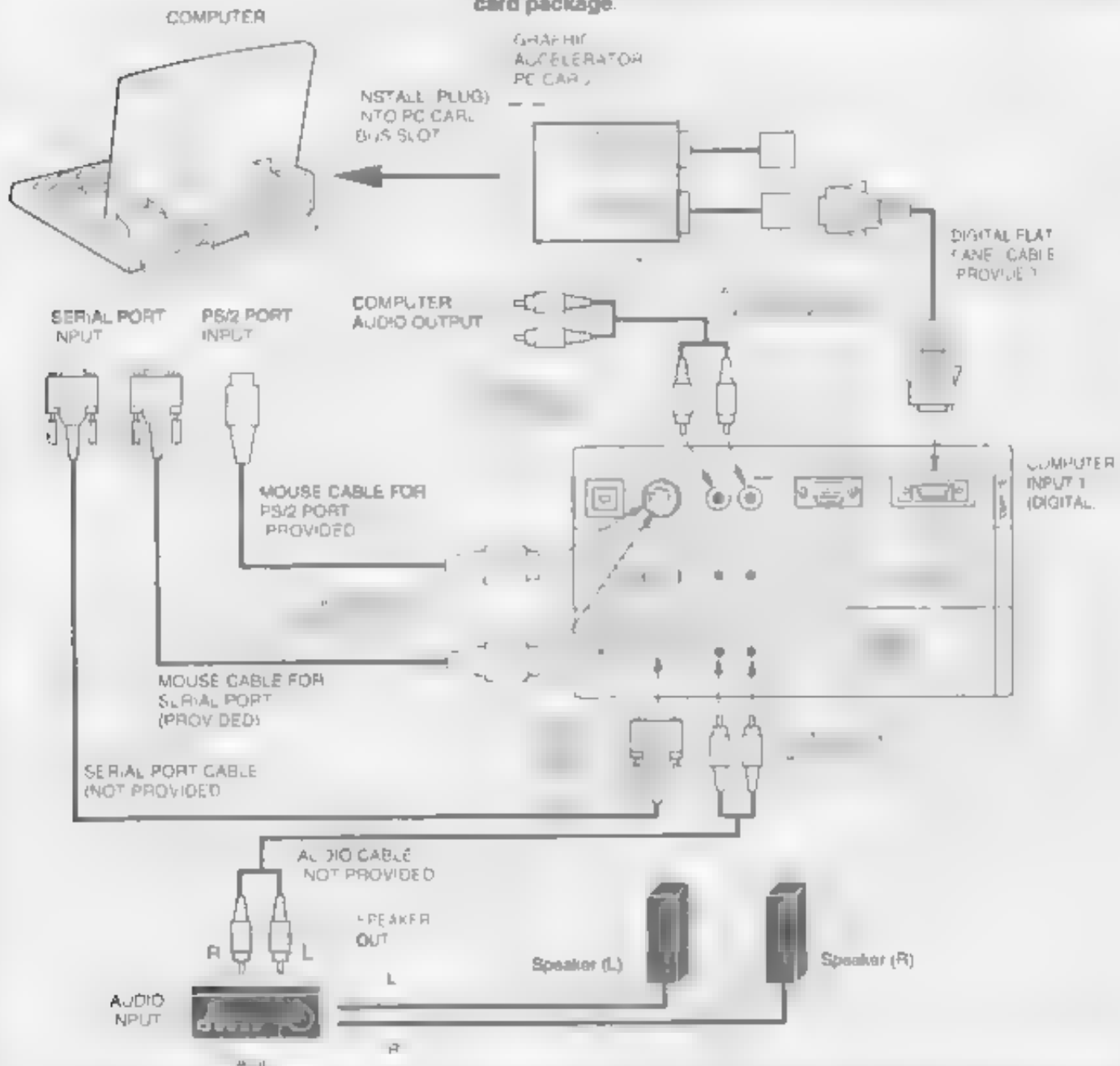


**NOTE** When using the projector, the power supply should be connected to the projector and the power supply should be connected to the projector. The projector should be connected to the power supply and the power supply should be connected to the projector. The projector should be connected to the power supply and the power supply should be connected to the projector.

## CONNECTING AN IBM-COMPATIBLE LAPTOP COMPUTER (DIGITAL INPUT CONNECTION)

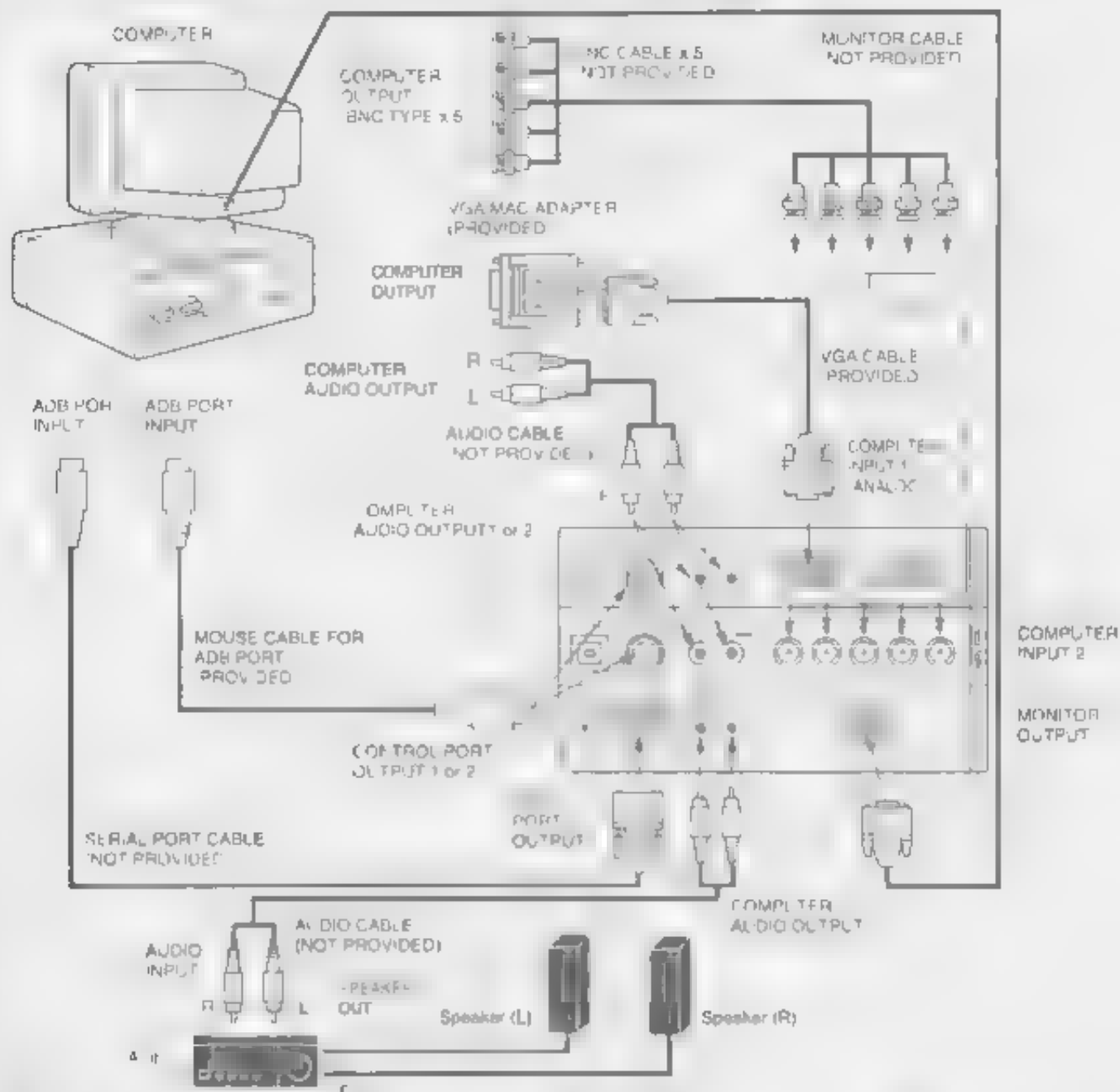
**NOTE:** This connection needs optionally saved Graphic Accelerator PC card (GA-SM02P2/CB).  
For this information, contact to your authorized dealer.

Before using with digital connection, install (Plug in) Graphic Accelerator PC card into card bus slot of the computer and set up the computer following instructions in the Graphic Accelerator PC card package.



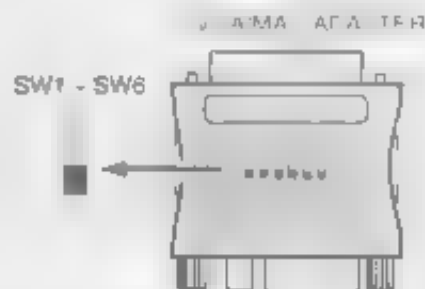
**NOTE:** When connecting the cable between the projector and the external equipment, should be disconnected. At that time, the projector will be powered off by the projector's switch on the back.

## CONNECTING A MACINTOSH DESKTOP COMPUTER



On the projector, select the **RESOLUTION MODE** that you want to use before you turn on the projector and computer.

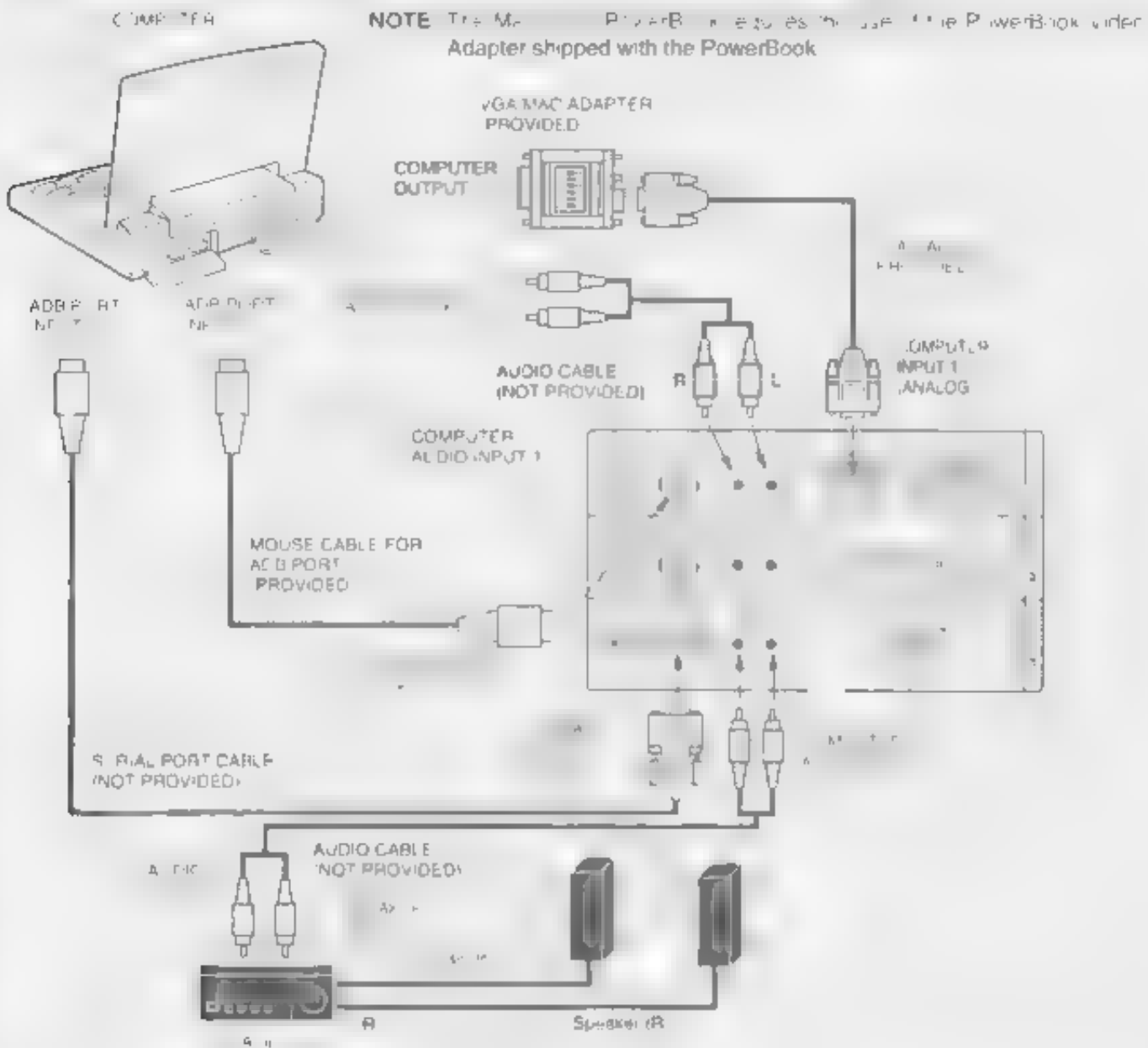
Resolution	1024 x 768	800 x 600	640 x 480	480 x 400	320 x 240	160 x 120
19" MODE (1024 x 768)	OFF	ON	ON	OFF	OFF	OFF



**NOTE** When connecting the cable, always turn off the projector and the external equipment should be disconnected from the projector. Turn off the projector and external equipment before the computer is switched on.



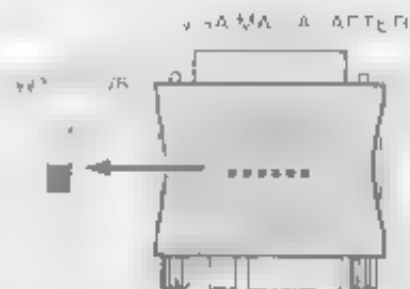
## CONNECTING A MACINTOSH POWERBOOK COMPUTER



Set the dip switches as shown in the table below depending on the RESOLUTION MODE that you want to use on the projector and computer.

RES.	MODE	1	2	3	4	5	6
640	480	OFF	OFF	OFF	OFF	OFF	OFF
640	480	OFF	ON	OFF	ON	OFF	OFF
640	480	OFF	ON	ON	OFF	OFF	OFF
640	480	ON	ON	ON	ON	OFF	OFF

**NOTE** When operating, the power to the projector should be disconnected from the AC outlet. Turn the projector and speaker equipment off before the computer is switched on.



## CONNECTING THE VIDEO EQUIPMENT

### CONNECTING TO THE VIDEO INPUT JACKS (1 and 2) BNC TYPE x 3

Connect to the video inputs (1 and 2) BNC type for cable or video camera, satellite TV, or other Av equipment. Connect video input 1 to the video jack on the equipment.

The video input is a composite video signal (Y, Cb (B-Y), Cr (R-Y)).

Select VIDEO SOURCE of each input on the VIDEO menu (see page 37).

### CONNECTING S VHS VIDEO INPUT JACKS (1 and 2)

The video input is a composite video signal (Y, Cb (B-Y), Cr (R-Y)).

### CONNECTING TO THE AUDIO INPUT JACKS (1 and 2)

Connect to the audio inputs (1 and 2) RCA type for cable or other Av equipment. Use RCA type audio cable for connection.

- If the external audio signal is stereo, connect it to the right and left audio input jacks.
- If the external audio signal is monaural, connect it to the left jack.

### CONNECTING TO THE VIDEO MONITOR OUTPUT JACKS (BNC TYPE x 3)

The video monitor output jacks (1 and 2) BNC type for cable or other Av equipment. Use BNC cable for connection.

### CONNECTING TO THE S VHS VIDEO MONITOR OUTPUT JACK

The video monitor output jack (1) BNC type for cable or other Av equipment. Use BNC cable for connection.

### CONNECTING TO THE AUDIO MONITOR OUTPUT JACKS

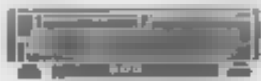
The audio monitor output jacks (1 and 2) RCA type for cable or other Av equipment. Use RCA type audio cable for connection.

- If the audio input of the audio equipment is stereo, connect it to the right and left jacks.
- If the audio input of the audio equipment is monaural, connect it to the left jack.

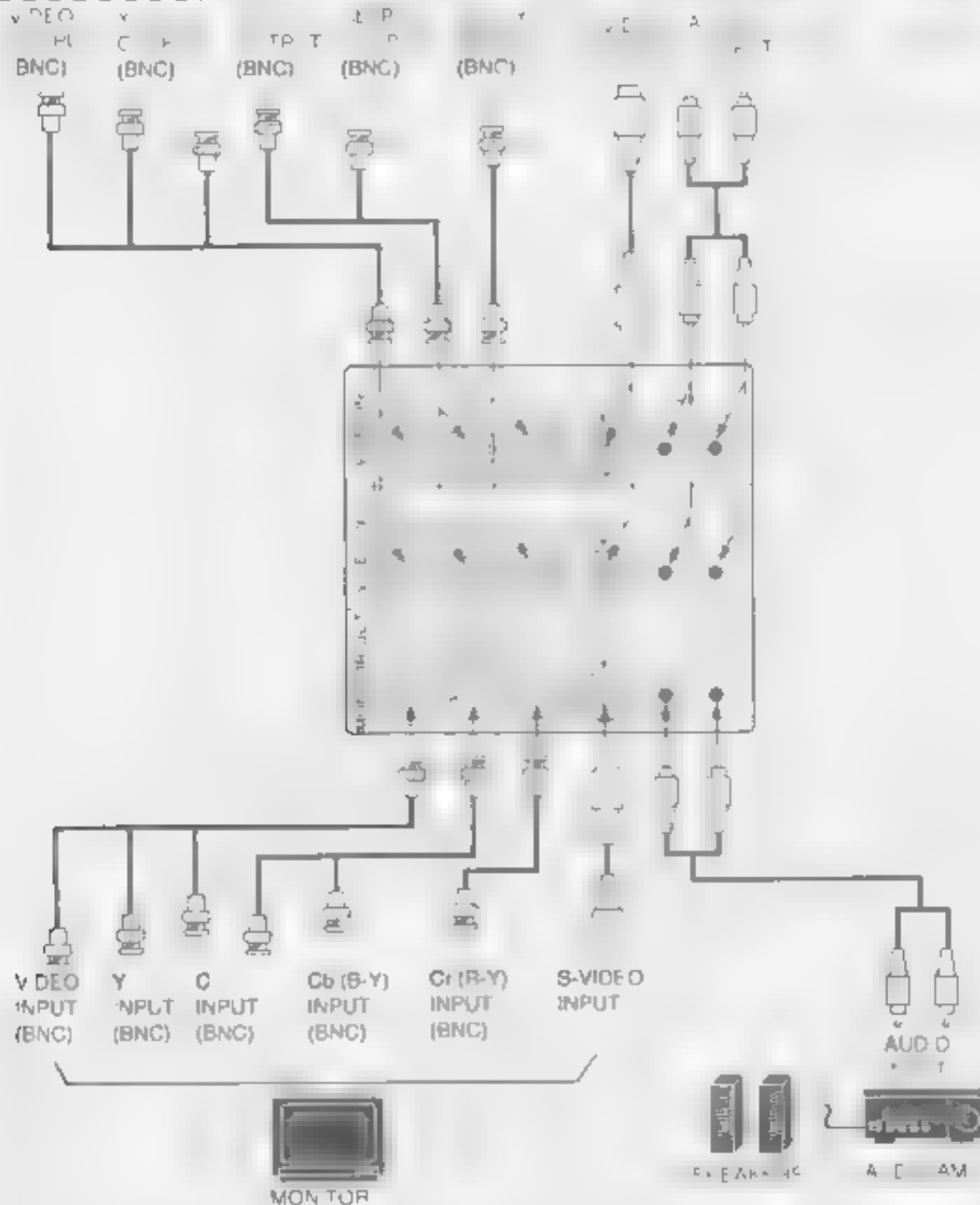
## CONNECTING THE VIDEO EQUIPMENT

## VIDEO EQUIPMENT

Video Cassette Recorder

DVD Player  
Video Disc PlayerSatellite  
TV Tuner

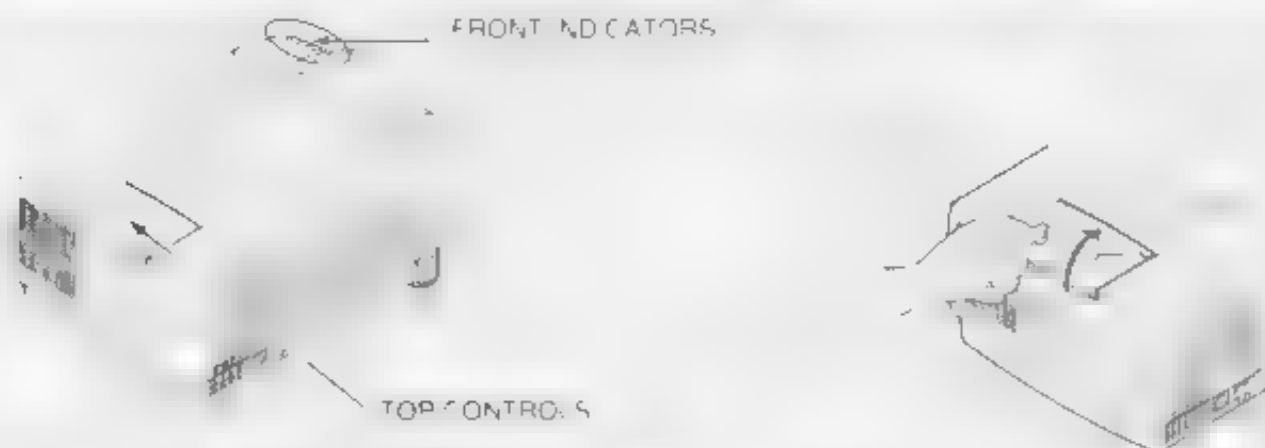
Video Camera



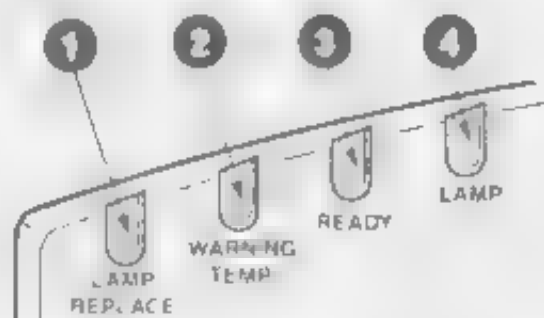
**NOTE** When connecting the cables, the power cords of the projector and the external equipment should be disconnected from AC. Use the following procedure to let the projector and the equipment be switched on.

# BEFORE OPERATION

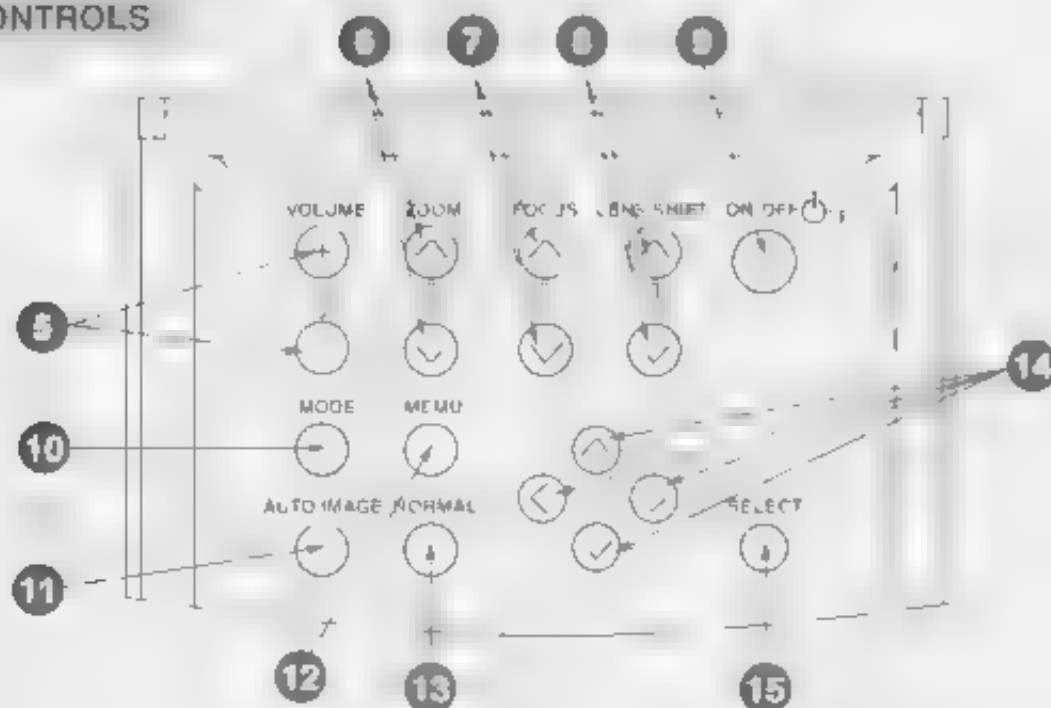
## CONTROLS AND INDICATORS



### FRONT INDICATORS



### TOP CONTROLS



- 1 LAMP REPLACEMENT INDICATOR**  
Light is orange when the Lamp life draws to an end
- 2 TEMPERATURE WARNING INDICATOR**  
Flashes red when internal projector temperature is too high
- 3 READY INDICATOR**  
Light is green when projector lamp is ready to be turned on
- 4 LAMP POWER INDICATOR**  
Light is dim when the projector is on  
Light is brightened when the projector is in stand-by mode
- 5 VOLUME BUTTONS**  
Used to adjust volume
- 6 ZOOM BUTTONS**  
Used to operate power zoom lens
- 7 FOCUS BUTTONS**  
Used to operate power focus system
- 8 LENS SHIFT BUTTONS**  
Used to operate power lens shift
- 9 POWER ON/OFF BUTTON**  
Used to turn the projector on or off
- 10 MODE BUTTON**  
Used to select source  
(Computer 1, Computer 2, Video 1 or Video 2 Input)
- 11 AUTO IMAGE BUTTON**  
Used to operate the AUTO IMAGE function
- 12 MENU BUTTON**  
This button will activate the MENU operation  
The button is used to select the menu item that is displayed on the projector's setting in MENU operation
- 13 NORMAL BUTTON**  
Used to reset to normal picture adjustment preset by factory
- 14 POINT UP/DOWN/LEFT/RIGHT BUTTONS**  
These buttons are used to move the cursor to the next menu item. These buttons (UP, DOWN, LEFT or RIGHT)
- 15 SELECT BUTTON**  
This button is used to select the menu item that is displayed on the projector's setting in MENU operation. This button is used to select the menu item that is displayed on the projector's setting in MENU operation.



## OPERATION OF THE REMOTE CONTROL

## WIRELESS REMOTE CONTROL UNIT

This remote control unit is not only able to operate the projector but also usable as a wireless mouse operation.

Wireless mouse is usable when PC mouse pointer is displayed on the screen. When the menu or indicator of the projector is displayed on the screen instead of the PC mouse pointer, the wireless mouse cannot be used.

**NOTE:** To use the unit as a PC wireless mouse, connect the projector to the PC with the attached cable. Signals from the projector are transmitted to the PC enabling the remote control unit of the projector to be used as a PC wireless mouse. (Refer to "CONNECTING THE PROJECTOR" in pages 14 to 19 for the connection.)

## LASER POINTER button

The remote control unit has a laser pointer button. When the LASER POINTER button is pressed, laser light is emitted with the RED light which tells the laser pointer is on.

When the laser pointer is on, the laser light is emitted. The three marks to the right are the caution labels for the laser beam.

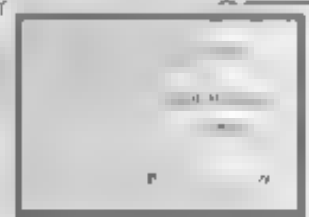
**CAUTION:** Use of controls or adjustments or performance of procedures other than those specified herein may result in hazardous radiation exposure.

## LASER LIGHT WINDOW

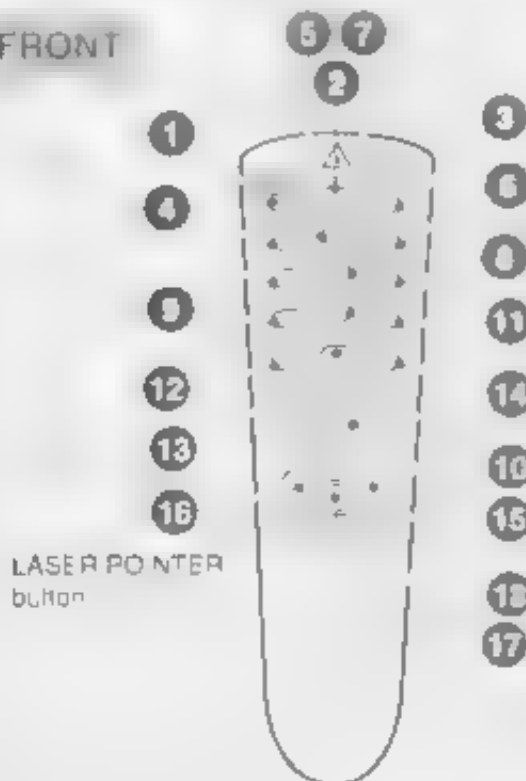
AVOID EXPOSURE LASER  
RADIATION  
FROM LASER BEAM



**CAUTION**



## FRONT



## SIDE



- 1 COMPUTER SELECT BUTTON**  
Used to select computer mode (Computer 1 or Computer 2 Input)
- 2 VIDEO SELECT BUTTON**  
Used to select video mode (Video 1 or Video 2 Input)
- 3 POWER ON/OFF BUTTON**  
Used to turn the projector on or off
- 4 VOLUME BUTTONS**  
Used to adjust volume
- 5 ZOOM BUTTON**  
Used to select power zoom lens adjust
- 6 P-TIMER BUTTON**  
Used to operate the P-TIMER function
- 7 FOCUS BUTTON**  
Used to select focus adjust
- 8 FREEZE/NO SHOW BUTTON**  
Used to freeze on-screen image or change the screen into black image
- 9 SOUND MUTE BUTTON**  
Used to mute sound
- 10 LENS SHIFT BUTTON**  
Used to select power lens shift
- 11 CURSOR BUTTON**  
Used to display CURSOR on the screen
- 12 AUTO IMAGE BUTTON**  
Used to operate the AUTO IMAGE function
- 13 MENU BUTTON**  
This button will activate the MENU mode when the projector is in PC mode. DOWN/LEFT/RIGHT button will select the MENU item. Up button will exit from the menu. Press the MENU button again to return to the normal mode.
- 14 NORMAL BUTTON**  
Use to reset to normal picture adjustment preset by factory
- 15 POINTING PAD (POINT UP/DOWN LEFT/RIGHT BUTTON)**  
**When in use as a remote for the projector**  
This button will activate the MENU mode when the projector is in PC mode. DOWN/LEFT/RIGHT button will select the MENU item. Up button will exit from the menu. Press the MENU button again to return to the normal mode.  
**When in use as a wireless mouse**  
Used to move the cursor. The pointing pad will move the cursor up, down, left, or right.
- 16 LASER BUTTON**  
When this button is pressed, laser pointer will be set. It is released automatically.
- 17 FRONT CLICK BUTTON**  
**When in use as a remote for the projector**  
Used to compress the image in D ZOOM mode.  
**When in use as a wireless mouse**  
This button has the same function as the right button in a PC mouse.
- 18 DIGITAL ZOOM BUTTON**  
Used to select digital zoom function
- 19 SELECT (REAR CLICK) BUTTON**  
**When in use as a remote for the projector.**  
This button has different functions depending on when used. This button is used to execute the item selected to increase or decrease the values of certain items such as CONTRAST or BRIGHTNESS.  
**When in use as a wireless mouse**  
This button has the same function as the left button in a PC mouse.

## Remote Control Battery Installation

### 1 Remove the battery compartment cover



### 2 Slide the batteries into the compartment

**Note** For correct polarity (+ and - terminal), be sure the battery terminals are in contact with the pins in the compartment.



### 3 Replace the compartment cover



## Using the Remote Control Unit

Point the remote control unit toward the receiver and aim the laser beam at the receiver. Maximum operating range for the remote control is about 100m (328ft) in an open space.

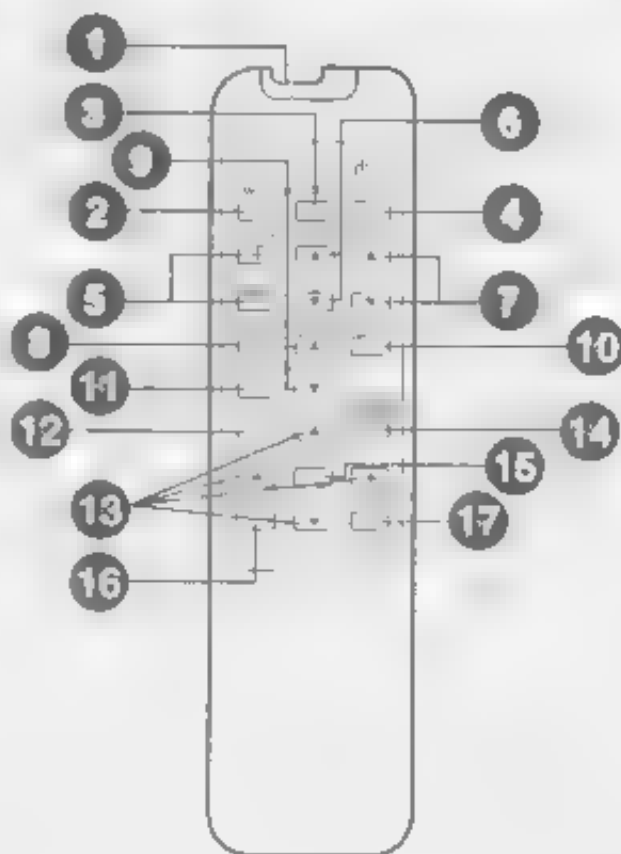


**For safe operation, please observe the following points:**

- Use (2) AA type alkaline batteries
- Change two batteries at the same time
- Do not use a new battery with a used battery
- Avoid contact with water
- Do not drop the remote control unit
- If batteries have leaked on the remote control, carefully wipe the case clean and load new batteries

## WIRELESS/WIRED REMOTE CONTROL UNIT

- 1 WIRED REMOTE JACK**  
When using the wired remote control, connect the remote cable to this jack
- 2 COMPUTER SELECT BUTTON**  
Used to select computer mode (Computer 1 or Computer 2 Input)
- 3 VIDEO SELECT BUTTON**  
Used to select video mode (Video 1 or Video 2 Input)
- 4 POWER ON/OFF BUTTON**  
Used to turn projector on or off
- 5 VOLUME BUTTONS**  
Used to adjust volume
- 6 ZOOM BUTTONS**  
Used to operate power zoom lens
- 7 FOCUS BUTTONS**  
Used to operate power focus system
- 8 SOUND MUTE BUTTON**  
Used to mute sound
- 9 LENS SHIFT BUTTONS**  
Used to operate power lens shift
- 10 P-TIMER BUTTON**  
Used to operate the P-TIMER function
- 11 AUTO IMAGE BUTTON**  
Used to operate the AUTO IMAGE function
- 12 MENU BUTTON**  
This button will activate the MENU operation  
Use this button the POINT UP/DOWN/LEFT/RIGHT buttons and the SELECT button to make adjustments to the projector's setting in MENU operation
- 13 POINT UP/DOWN/LEFT/RIGHT BUTTONS**  
To select or move the arrow in the MENU that you want to adjust. To select or move the arrow by pressing these buttons (UP, DOWN, LEFT or RIGHT)
- 14 FREEZE/NO SHOW BUTTON**  
Used to freeze on screen image or change the screen to black image
- 15 SELECT BUTTON**  
This button has different functions depending on what is selected. This button is used to execute the item selected or increase or decrease the values in certain items such as CONTRAST, BRIGHTNESS
- 16 DIGITAL ZOOM BUTTON**  
Use to select digital zoom function
- 17 NORMAL BUTTON**  
Used to reset to normal picture adjustment preset by factory



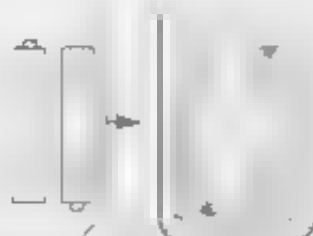
## Remote Control Battery Installation

**1** Remove the battery compartment cover.



**2** Slide the batteries into the compartment.

**Note** For correct polarity (+ and terminal), be sure the battery terminals are in contact with the pins in the compartment.



**3** Replace the battery compartment lid.



The remote control unit can be used as wireless or wired remote control.

## Using the Remote Control Unit (wireless)

Point the remote control toward the projector (Receiver window) whenever pressing the buttons. Maximum operating range for the remote control is about 16.4' (5m) and 60" front and rear of the projector.



## Using the Remote Control Unit (wired)

Connect a remote control cable to R/C jacks located on the wireless/wired remote control unit and the side of the projector.



To ensure safe operation, please observe the following precautions.

- Use (2) AA type alkaline batteries.
- Change two batteries at the same time.
- Do not use a new battery with a used battery.
- Avoid contact with water.
- Do not drop the remote control.
- If batteries have leaked on the remote control, carefully wipe the case clean and load new batteries.





## CONTROL THE PROJECTOR

The projector has two types of operation: **TOUCH PANEL OPERATION** and **DIRECT OPERATION**. As with the touch panel operation, using the remote control, you can operate the projector. In the **REMOTE OPERATION** mode, you display menus where you can adjust the projector's operation.

### DIRECT OPERATION

ADJUST ITEM	TOP CONTROL OF THE PROJECTOR	WIRELESS WIRELESS REMOTE CONTROL	WIRELESS REMOTE CONTROL
POWER ON/OFF	POWER ON/OFF	POWER ON/OFF	POWER ON/OFF
MODE SELECT	MODE	MODE	COMPUTER VIDEO
SOUND VOLUME	VOLUME	VOLUME	VOLUME
SOUND MUTE	MUTE	MUTE	MUTE
ZOOM	ZOOM (▲/▼)	ZOOM (▲/▼)	ZOOM POINT (UP/DOWN)
FOCUS	FOCUS (▲/▼)	FOCUS (▲/▼)	FOCUS POINT (UP/DOWN)
LENS SHIFT	LENS SHIFT (▲/▼)	LENS SHIFT (▲) and (▼)	LENS SHIFT POINT (UP/DOWN)
DIGITAL ZOOM	DIGITAL ZOOM	DIGITAL ZOOM SELECT POINT (UP/DOWN/LEFT/RIGHT)	DIGITAL ZOOM SELECT (REAR CLICK) FRONT CLICK POINT (UP/DOWN/LEFT/RIGHT)
NORMAL PICTURE	NORMAL	NORMAL	NORMAL
FREEZE PICTURE	FREEZE	FREEZE	FREEZE
NO SHOW	NO SHOW	NO SHOW	NO SHOW
P-TIMER	P-TIMER	P-TIMER	P-TIMER
AUTO IMAGE	AUTO IMAGE	AUTO IMAGE	AUTO IMAGE
CURSOR	CURSOR	CURSOR	CURSOR

## MENU OPERATION

ADJUST ITEM	TOP CONTROL OF THE PROJECTOR	WIRELESS/WIRE REMOTE CONTROL	WIRELESS REMOTE CONTROL
MODE SELECT	MENU POINT LEFT/RIGHT SELECT POINT UP/DOWN SELECT	MENU POINT LEFT/RIGHT SELECT POINT UP/DOWN SELECT	MENU POINT LEFT/RIGHT SELECT (REAR CLICK) POINT (UP/DOWN) SELECT (REAR CLICK)

## 1. COMPUTER/VIDEO MODE

ADJUST ITEM	TOP CONTROL OF THE PROJECTOR	WIRELESS/WIRE REMOTE CONTROL	WIRELESS REMOTE CONTROL
SOUND SPEAKER MUTE BASS TREBLE MIX	MENU POINT LEFT/RIGHT SELECT POINT UP/DOWN SELECT	MENU POINT LEFT/RIGHT SELECT POINT UP/DOWN SELECT	MENU POINT LEFT/RIGHT SELECT (REAR CLICK) POINT UP/DOWN SELECT (REAR CLICK)
LANGUAGE			
SETTING PICTURE BACK AV VIDEO HDMI VIDEO CABLE MAINTENANCE USB REMOTE CONTROL MUTE	MENU POINT LEFT/RIGHT SELECT POINT UP/DOWN SELECT	MENU POINT LEFT/RIGHT SELECT POINT UP/DOWN SELECT	MENU POINT LEFT/RIGHT SELECT (REAR CLICK) POINT UP/DOWN SELECT (REAR CLICK)

## 2. VIDEO MODE

ADJUST ITEM	TOP CONTROL OF THE PROJECTOR	WIRELESS/WIRE REMOTE CONTROL	WIRELESS REMOTE CONTROL
COLOR SYSTEM	MENU	MENU	MENU
VIDEO SOURCE	POINT LEFT/RIGHT SELECT POINT UP/DOWN SELECT	POINT LEFT/RIGHT SELECT POINT UP/DOWN SELECT	POINT (LEFT/RIGHT) SELECT (REAR CLICK) POINT (UP/DOWN) SELECT (REAR CLICK)
PICTURE IMAGE BRIGHT TINT AUTO PICTURE CLOCK PICTURE HARNESS	MENU POINT LEFT/RIGHT SELECT POINT UP/DOWN SELECT	MENU POINT LEFT/RIGHT SELECT POINT UP/DOWN SELECT	MENU POINT (LEFT/RIGHT) SELECT (REAR CLICK) POINT (UP/DOWN) SELECT (REAR CLICK)
PICTURE SCREEN WIDE HORIZONTAL			

## 3. COMPUTER MODE

ADJUST ITEM	TOP CONTROL OF THE PROJECTOR	WIRELESS/WIRELESS REMOTE CONTROL	WIRELESS REMOTE CONTROL
COMPUTER SYSTEM	MENU POINT LEFT/RIGHT SELECT POINT UP/DOWN SELECT	MENU POINT LEFT/RIGHT SELECT POINT UP/DOWN SELECT	MENU POINT (LEFT/RIGHT) SELECT (REAR CLICK) POINT (UP/DOWN) SELECT (REAR CLICK)
AUTO IMAGE POSITION POSITION	MENU POINT LEFT/RIGHT SELECT POINT UP/DOWN SELECT	MENU POINT LEFT/RIGHT SELECT POINT UP/DOWN SELECT	MENU POINT (LEFT/RIGHT) SELECT (REAR CLICK) POINT (UP/DOWN) SELECT (REAR CLICK)
PICTURE IMAGE POSITION WHEN POSITION POSITION	MENU POINT LEFT/RIGHT SELECT POINT UP/DOWN SELECT	MENU POINT LEFT/RIGHT SELECT POINT UP/DOWN SELECT	MENU POINT (LEFT/RIGHT) SELECT (REAR CLICK) POINT (UP/DOWN) SELECT (REAR CLICK)
PICTURE POSITION	MENU POINT LEFT/RIGHT SELECT POINT LEFT/RIGHT/UP/DOWN SELECT	MENU POINT LEFT/RIGHT SELECT POINT LEFT/RIGHT/UP/DOWN SELECT	MENU POINT (LEFT/RIGHT) SELECT (REAR CLICK) POINT LEFT/RIGHT/UP/DOWN SELECT (REAR CLICK)
PC ADJUSTMENT	MENU POINT LEFT/RIGHT SELECT POINT UP/DOWN SELECT	MENU POINT LEFT/RIGHT SELECT POINT UP/DOWN SELECT	MENU POINT (LEFT/RIGHT) SELECT (REAR CLICK) POINT (UP/DOWN) SELECT (REAR CLICK)
PICTURE SCREEN TYPE SCREEN	MENU POINT LEFT/RIGHT SELECT POINT UP/DOWN SELECT POINT LEFT/RIGHT/UP/DOWN	MENU POINT LEFT/RIGHT SELECT POINT UP/DOWN SELECT POINT LEFT/RIGHT/UP/DOWN	MENU POINT (LEFT/RIGHT) SELECT (REAR CLICK) POINT (UP/DOWN) SELECT (REAR CLICK) FRONT CLICK POINT (LEFT/RIGHT/UP/DOWN)

## NOTES

- The MENU operation will be stopped when you press the MENU button. To switch to DIRECT operation by pressing the MENU button, the MENU operation will end.
- You can use the REMOTE CONTROL UNIT to operate the MENU operation.

# BASIC OPERATION

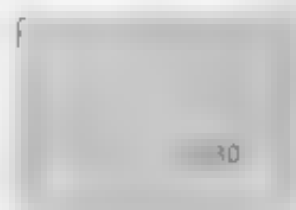
## TURNING ON/OFF THE PROJECTOR

### TO TURN ON THE PROJECTOR

Connect the projector to a source (Computer, VCR, Video Camera, Video Disc Player) etc., using the appropriate form, as on the side of the projector. (See CHAPTER 1 THE MAIN FUNCTIONS, T.R. section on pages 1-21)

Connect the projector's AC power cord to a wall socket and set the MAIN ON/OFF switch (located on the side of the projector) to the ON position. The LAMP POWER indicator will glow and the READY indicator will glow brightly when

Press the POWER ON/OFF button on the remote control or on the projector. The LAMP POWER indicator will glow and the READY indicator will glow brightly when the image from the source appears after 30 seconds



#### CAUTION

TO MAINTAIN THE LIFE OF THE LAMP, ONCE YOU HAVE TURNED IT ON, WAIT AT LEAST 5 MINUTES BEFORE TURNING IT OFF.

**NOTE** TEMPERATURE WARNING INDICATION: When the projector is turned on, the temperature of the lamp will rise. Wait at least 5 minutes before turning the projector on.

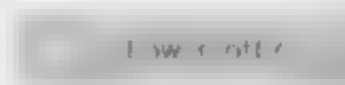
The TEMPERATURE WARNING INDICATION will appear on the screen when the projector is turned on.

- (1) Press POWER ON/OFF button to OFF
- (2) Check the air filter for dust accumulation
- (3) Remove dust with vacuum cleaner. See AIR FILTER CLEANING (CHAPTER 1, T.R. section on pages 1-21)
- (4) Press POWER ON/OFF button to ON

When the TEMPERATURE WARNING INDICATION appears, wait at least 5 minutes before turning the projector on.

### TO TURN OFF THE PROJECTOR

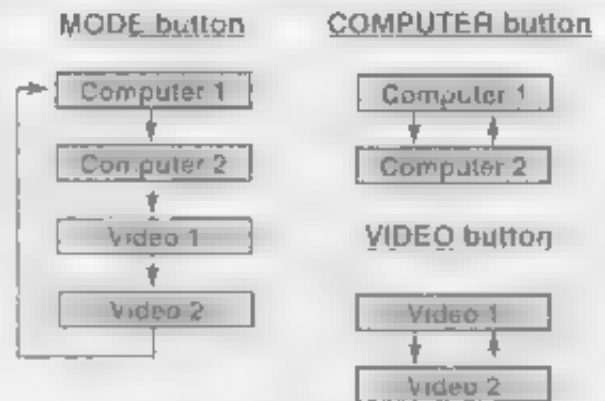
Press the POWER ON/OFF button on the remote control or on the projector. The Power off indicator will appear on the screen. The projector will stop projecting and the LAMP POWER indicator will glow and the READY indicator will turn off. The projector will stop projecting and the LAMP POWER indicator will glow and the READY indicator will turn off. During this cooling down period, the projector will stop projecting. The READY indicator will glow green again and the projector will stop projecting. Pressing the POWER ON/OFF button on the remote control or on the projector will turn the MAIN ON/OFF switch (located on the side of the projector) to the OFF position.



## DIRECT OPERATION

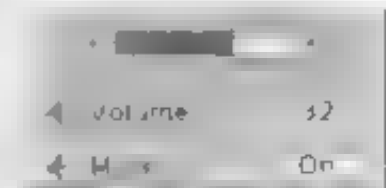
### MODE SELECT

Press the **MODE** button on the projector or the **COMPUTER** and **VIDEO** button on the remote control unit to select Computer 1, Computer 2, Video 1 or Video 2 input. The "Computer 1", "Computer 2", "Video 1" or "Video 2" display will appear on the screen for a few seconds.



### SOUND VOLUME ADJUSTMENT

Press the **VOLUME** buttons on the projector or on the remote control unit to adjust the volume. The volume indicator will be displayed on the screen for a few seconds. Pressing volume + will increase volume and pressing volume - will decrease volume. Pressing volume + will decrease volume and pressing volume - will increase volume.



### SOUND MUTE FUNCTION

Press the **MUTE** button on the projector or the **MUTE** button on the remote control unit to adjust the volume. The mute indicator will be displayed on the screen for a few seconds.

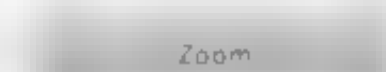
### ZOOM ADJUSTMENT

Use Top control and Wireless/Wired remote control unit

Press the **ZOOM** ▲ or ▼ button on the projector or the remote control unit to adjust the picture. Press (▲) for a larger picture and (▼) for a smaller picture.

Use Wireless remote control unit

Press the **ZOOM** button on the remote control unit to adjust the picture. Press (▲) for a larger picture and (▼) for a smaller picture. Press (▲) for a larger picture and (▼) for a smaller picture.



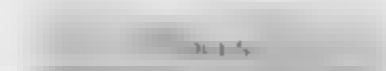
### FOCUS ADJUSTMENT

Use Top control and Wireless/Wired remote control unit

Press the **FOCUS** ▲ or ▼ button on the projector or the remote control unit to adjust the picture.

Use Wireless remote control unit

Press the **FOCUS** button on the remote control unit to adjust the picture. Press (▲) for a sharper picture and (▼) for a softer picture. Press (▲) for a sharper picture and (▼) for a softer picture.



### LENS SHIFT FUNCTION

Use Top control and Wireless/Wired remote control unit

Press the **LENS SHIFT** ▲ or ▼ button on the projector or the remote control unit to adjust the picture.

Use Wireless remote control unit

Press the **LENS SHIFT** button and press **POINT UP/DOWN** button(s) to obtain your desired screen position. The lens shift display will be displayed on the screen for a few seconds.



## DIGITAL ZOOM FUNCTION

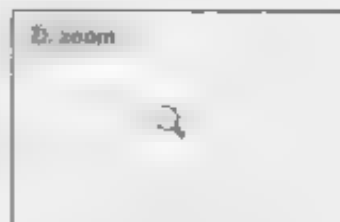
Press the **D ZOOM** button on the wireless remote control unit. The "D zoom" and the magnifying glass icon is displayed on the screen. In the digital zoom mode, you can adjust the image size or pan the image.

To expand the image size, press **SELECT** **REAR** button. The image is magnified by degrees (Expand function).

To compress the image size, press **FRONT** **KEY** button. The size of image is reduced by degrees (Compress function).

To pan the image, press **POINT** **UP/DOWN** **LEFT/RIGHT** **ENTERING** **PAUSE** button(s). The image moves to the direction indicated (Panning function).

See the page 49 for more detail.



## NORMAL PICTURE FUNCTION

The normal picture image level is automatically restored to the normal level by pressing the **NORMAL** button on the wireless remote control unit. The normal display is restored after a few seconds.

Normal

## FREEZE PICTURE FUNCTION

Press the **FREEZE** button on the wireless remote control unit. The image is frozen on the screen. This function is useful when you want to take a picture of a moving object.

**NOTE** You cannot operate the camera while the image is frozen.

## NO SHOW FUNCTION

Press the **FREEZE** button on the wireless remote control unit. The image is frozen on the screen. This function is useful when you want to take a picture of a moving object.

The image is frozen on the screen. This function is useful when you want to take a picture of a moving object.

No show

## P-TIMER FUNCTION

Press the **P-TIMER** button on the wireless remote control unit. The timer is displayed on the screen. The timer is used to take a picture of a moving object.

Press the **PAUSE** button on the wireless remote control unit. The timer is displayed on the screen. The timer is used to take a picture of a moving object.

00 01

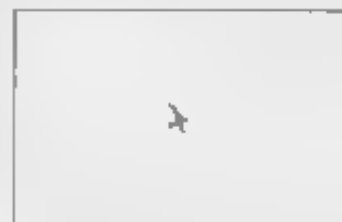
## AUTO IMAGE FUNCTION

Press the **AUTO IMAGE** button on the wireless remote control unit. The timer is displayed on the screen. The timer is used to take a picture of a moving object.

The timer is displayed on the screen. The timer is used to take a picture of a moving object.

## CURSOR FUNCTION

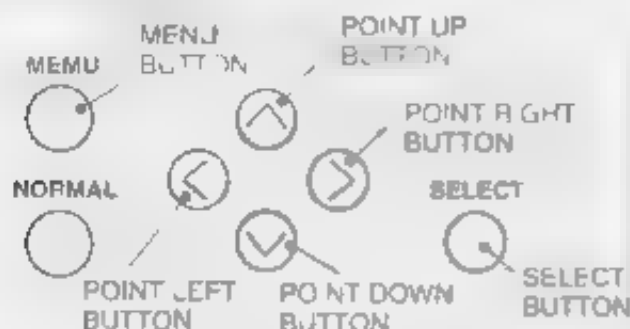
Press the **CURSOR** button on the wireless remote control unit. The **CURSOR** is displayed on the screen. Press **POINT** **UP/DOWN** **LEFT/RIGHT** **ENTERING** **PAUSE** button(s) to move the **CURSOR** to the direction you are pressing. Press **CURSOR** button again and the **CURSOR** disappears.



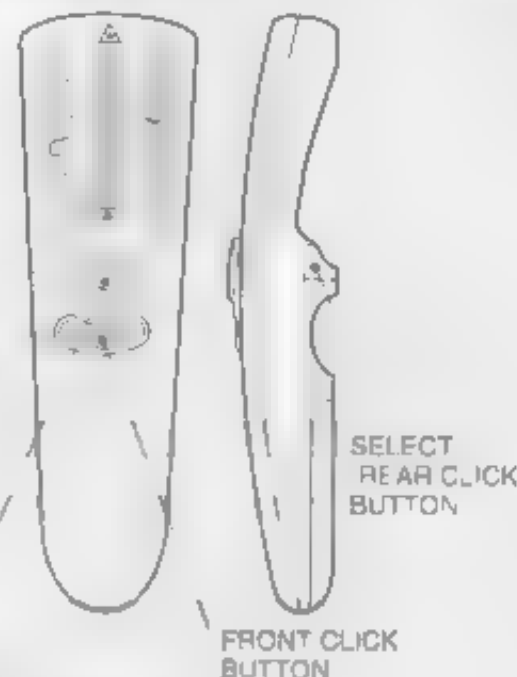
## MENU OPERATION

In MENU OPERATION, you can adjust the projector's various settings. You can select the TOP CONTROL OF THE PROJECTOR or the REMOTE CONTROL UNIT.

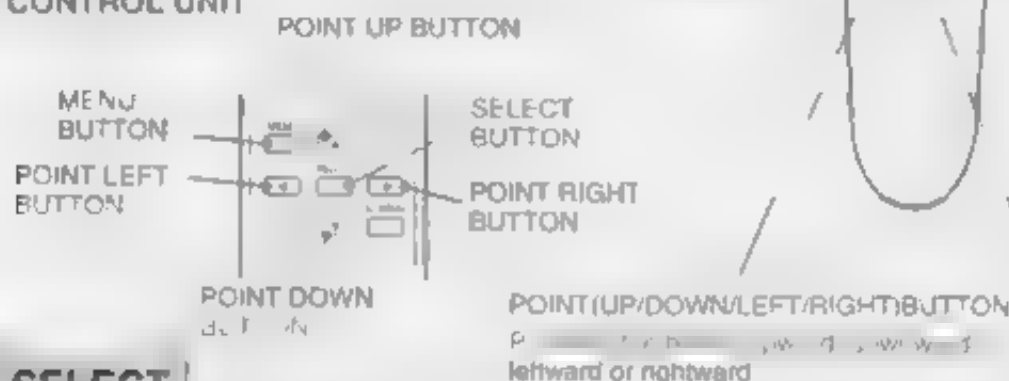
### TOP CONTROL OF THE PROJECTOR



### WIRELESS REMOTE CONTROL UNIT



### WIRELESS/WIRED REMOTE CONTROL UNIT

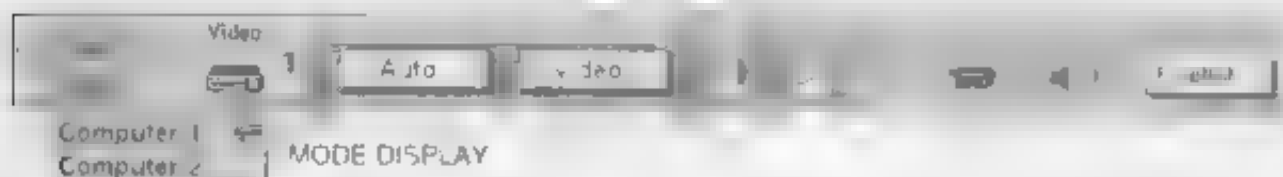


## MODE SELECT

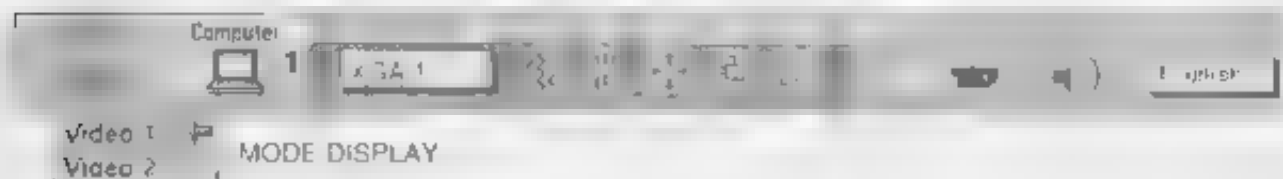
You can select a mode from the MAIN MENU DISPLAY. The following steps show how to select a mode.

- 1 Press the MENU BUTTON on the MAIN MENU DISPLAY. The MAIN MENU DISPLAY will appear.
- 2 Press the POINT LEFT/RIGHT BUTTON. The mode arrow will appear and press the SELECT REAR CLICK BUTTON. Another dialog box MODE DISPLAY will appear.
- 3 Press the POINT DOWN BUTTON and a red arrow will appear.
- 4 Move the arrow to the mode you want to select. Press the POINT UP/DOWN BUTTON and then press the SELECT REAR CLICK BUTTON.

MAIN MENU DISPLAY



MAIN MENU DISPLAY



## SOUND ADJUSTMENT

You can adjust the sound volume, treble, bass, effects and Balance. Set Sound Mute ON/OFF with the MENU display.

- 1 Press the MENU BUTTON and the Main Menu Display will appear.
- 2 Press the POINT LEFT/RIGHT BUTTON. Select SOUND and press the SELECT (REAR CLICK) BUTTON. Another dialog box SOUND ADJUST DISPLAY will appear.
- 3 Press the POINT DOWN BUTTON and a red arrow will appear.
- 4 Move the arrow to an item that you want to adjust. Press the POINT UP/DOWN BUTTON.
- 5 To increase the sound volume, treble and bass, point the arrow to ▲ and then press the SELECT (REAR CLICK) BUTTON. To decrease the sound volume, treble and bass, point the arrow to ▼ and then press the SELECT (REAR CLICK) BUTTON.
- 6 To disconnect the built-in speaker, point the arrow to Built-in SP and then press the SELECT (REAR CLICK) BUTTON. The display is changed Off and internal speaker is disconnected.
- 7 To mute the sound, point the arrow to Mute and then press the SELECT (REAR CLICK) BUTTON. The display is changed On and mute the sound.
- 8 To quit the MENU display, press the SELECT (REAR CLICK) BUTTON.

MAIN MENU DISPLAY



## LANGUAGE ADJUSTMENT

You can adjust the language of the menu display. Press the POINT LEFT/RIGHT BUTTON to select the language.

- 1 Press the MENU BUTTON and the MAIN MENU DISPLAY will appear.
- 2 Press the POINT LEFT/RIGHT BUTTON. Select LANGUAGE and press the SELECT (REAR CLICK) BUTTON. Another dialog box LANGUAGE SETTING DISPLAY will appear.
- 3 Press the POINT DOWN BUTTON and a red arrow will appear.
- 4 Move the arrow to the language you want to use by pressing the POINT DOWN BUTTONs and then press the SELECT (REAR CLICK) BUTTON.

MAIN MENU DISPLAY





# VIDEO MODE

## COLOR SYSTEM SELECT

This projector is compatible with the six colour systems: JEK-443-35, PAL, SECAM, NTSC, NTSC 443, PAL-M and PAL-N. COLOUR SYSTEMS. While the projector can detect one of 4 systems (PAL, SECAM, NTSC or NTSC 443), it may not always detect the video format the projector may be receiving. The video display does not appear. This projector allows you to choose a specific broadcast signal format.

1. Connect the video equipment to the PROJECTOR.
2. Set MODE SELECT to "VIDEO MODE".
3. Press the MENU BUTTON and the MAIN MENU DISPLAY will appear.
4. Press the POINT LEFT/RIGHT BUTTON to select SYSTEM and press the SELECT (REAR CLICK) BUTTON. Another video box COLOUR SYSTEM will appear. The colour system is displayed on the system window.
5. Press the POINT DOWN BUTTON and a red arrow will appear.
6. To change the current COLOUR SYSTEM press the POINT DOWN BUTTON to move the arrow to a desired system and then press the SELECT (REAR CLICK) BUTTON.
7. The setting changed emanate to the MAIN MENU with a standard.

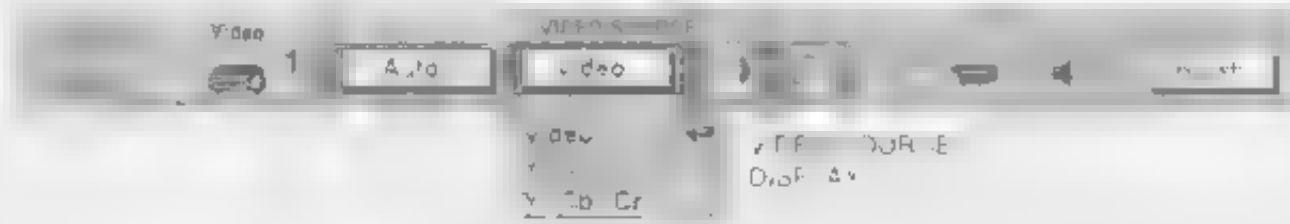
MAIN MENU DISPLAY



## VIDEO SOURCE SELECT

1. Connect the video equipment to the PROJECTOR.
2. Set MODE SELECT to "VIDEO MODE".
3. Press the MENU BUTTON and the MAIN MENU DISPLAY will appear.
4. Press the POINT LEFT/RIGHT BUTTON to select VIDEO and press the SELECT (REAR CLICK) BUTTON. Another video box VIDEO SOURCE will appear. The video source is displayed on the window.
5. Press the POINT DOWN BUTTON and a red arrow will appear.
6. To change the current VIDEO SOURCE press the POINT DOWN BUTTON to move the arrow to a desirable video source and then press the SELECT (REAR CLICK) BUTTON.
7. The setting changed emanate to the MAIN MENU with a standard.

MAIN MENU DISPLAY



## PICTURE IMAGE ADJUSTMENT

Picture adjustments have been provided for you. If you wish to change the settings, operate the projector as follows:

- 1 Press **MENU** BUTTON and the **MAIN MENU DISPLAY** dialog box will appear.
- 2 Press the **POINT LEFT/RIGHT** BUTTONS to select **IMAGE** and press the **SELECT (REAR CLICK) BUTTON**. Another dialog box **IMAGE ADJUST DISPLAY** will appear. To show the current picture settings.
- 3 In this dialog box, you can adjust the video picture settings. The items and the range of the levels that you can adjust are summarized in the table below.
- 4 Press the **POINT DOWN** BUTTON and a red arrow will appear.
- 5 Move the arrow to an item that you wish to adjust. Press the **POINT UP/DOWN** BUTTONS.
- 6 To increase the level, point the arrow ▲ and then press the **SELECT (REAR CLICK) BUTTON**. To decrease the level, point the arrow ▼ and then press the **SELECT (REAR CLICK) BUTTON**.
- 7 You may want to save the settings of the menu. Press the **SELECT (REAR CLICK) BUTTON** and the settings will be stored. Then press the **SELECT (REAR CLICK) BUTTON** when you have stored the settings. "OK" will be displayed for confirmation.
- 8 Move the arrow to **EXIT** and press the **SELECT (REAR CLICK) BUTTON**. The stored settings will be memory and will be if the **MAIN ON/OFF** is switched off.
- 9 To return to the **MAIN MENU DISPLAY**, press the **SELECT (REAR CLICK) BUTTON**.
- 10 If you do not want to adjust the picture settings, press the **SELECT (REAR CLICK) BUTTON**. The settings will be stored. Then press the **SELECT (REAR CLICK) BUTTON** and the settings will be stored.
- 11 To exit the picture settings, press the **SELECT (REAR CLICK) BUTTON**. The settings will be stored. Then press the **SELECT (REAR CLICK) BUTTON** and the settings will be stored.

**NOTE** "TINT" will be skipped in the PAL, SECAM, PAL M and PAL N mode.

MAIN MENU DISPLAY

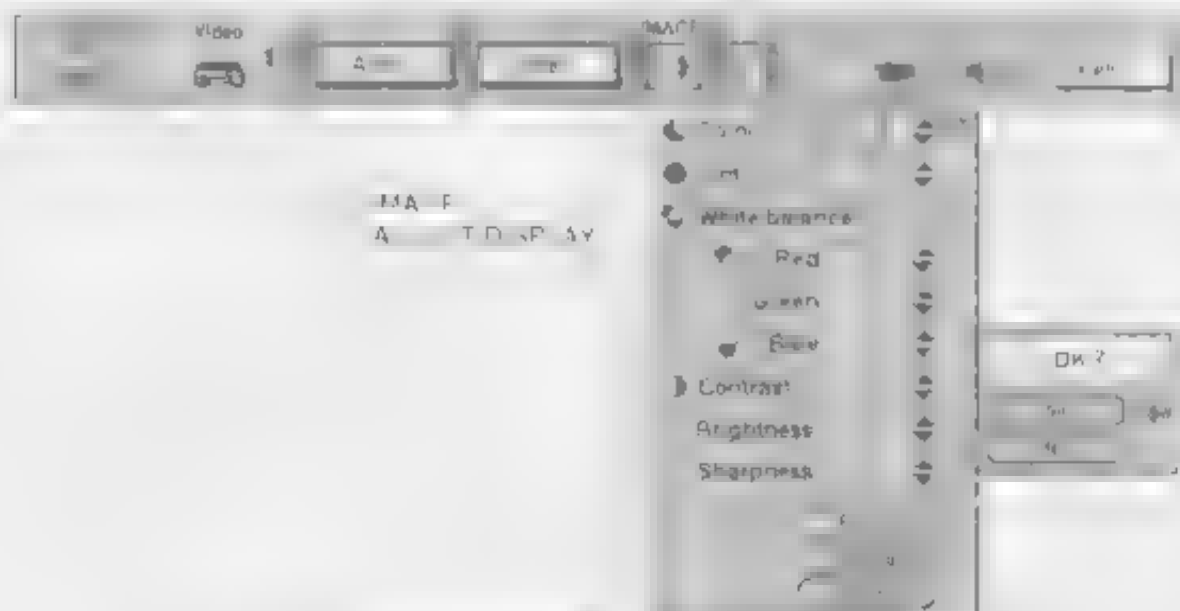


TABLE OF PICTURE MAIN ADJUSTMENT

COLOR	DECREASES	0 → 63 INCREASES
TINT	MORE PURPLE	0 → 63 MORE GREEN
WHITE BALANCE RYB	DECREASES	0 → 63 INCREASES
CONTRAST	LIGHTER	0 → 63 DEEPER
BRIGHTNESS	DARKER	0 → 63 BRIGHTER
SHARPNESS	SOFTER	0 → 31 SHARPER

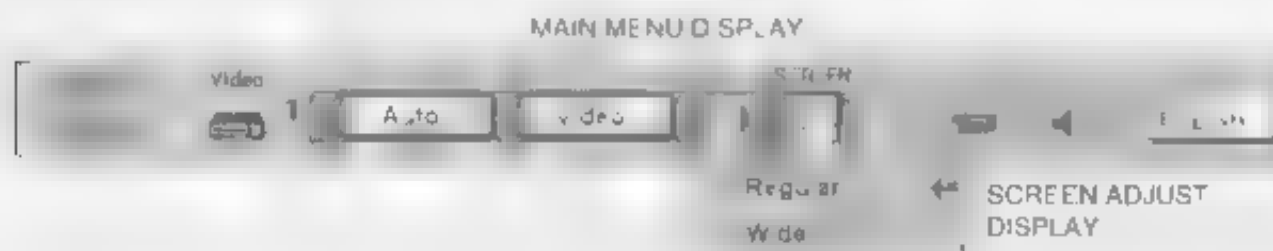
## PICTURE SCREEN ADJUSTMENT

This projector has the Wide Function, which enables you to view a wider video image.

### WIDE function

This projector is able to project not only a normal video image with 4 x 3 aspect ratio, but also a wider video image by compressing 4 x 3 image. This feature is useful when you are watching pictures like cinema images. You can switch either to WIDE or to REGULAR screen mode.

1. Press the MENU BUTTON and the MAIN MENU DISPLAY (Auto, Video) will appear.
2. Press the POINT LEFT RIGHT BUTTON to select SCREEN and press the SELECT (REAR CLICK) BUTTON. Another dialog box SCREEN ADJUST DISPLAY will appear.
3. Press the POINT DOWN BUTTON and a red arrow will appear.
4. To switch to Wide mode, move the arrow to Wide by pressing the POINT UP/DOWN BUTTONS and then press the SELECT (REAR CLICK) BUTTON.
5. To switch to Regular mode, move the arrow to Regular by pressing the POINT UP/DOWN BUTTONS and then press the SELECT (REAR CLICK) BUTTON.



# COMPUTER MODE

## COMPUTER SYSTEM SELECT

This projector is also able to adjust the types of computer display signals based on VGA, SVGA, XGA, SXGA or UXGA. See COMPATIBLE COMPUTER SPECIFICATIONS for the details. When you set MODE SELECT to COMPUTER, the projector will automatically process the incoming signal and adjust the projection size without any special setting. Although this will work in most cases, you may have to select manually some of the computer signals if the computer image is not reproduced properly by the following procedure and switch to the mode display that you want to use.

- 1 Connect the COMPUTER to the PROJECTOR and turn the projector on.
- 2 Set MODE SELECT to COMPUTER MODE. The projector shows the current display mode initially selected by the projector in the system window. And "Current mode" display appears.

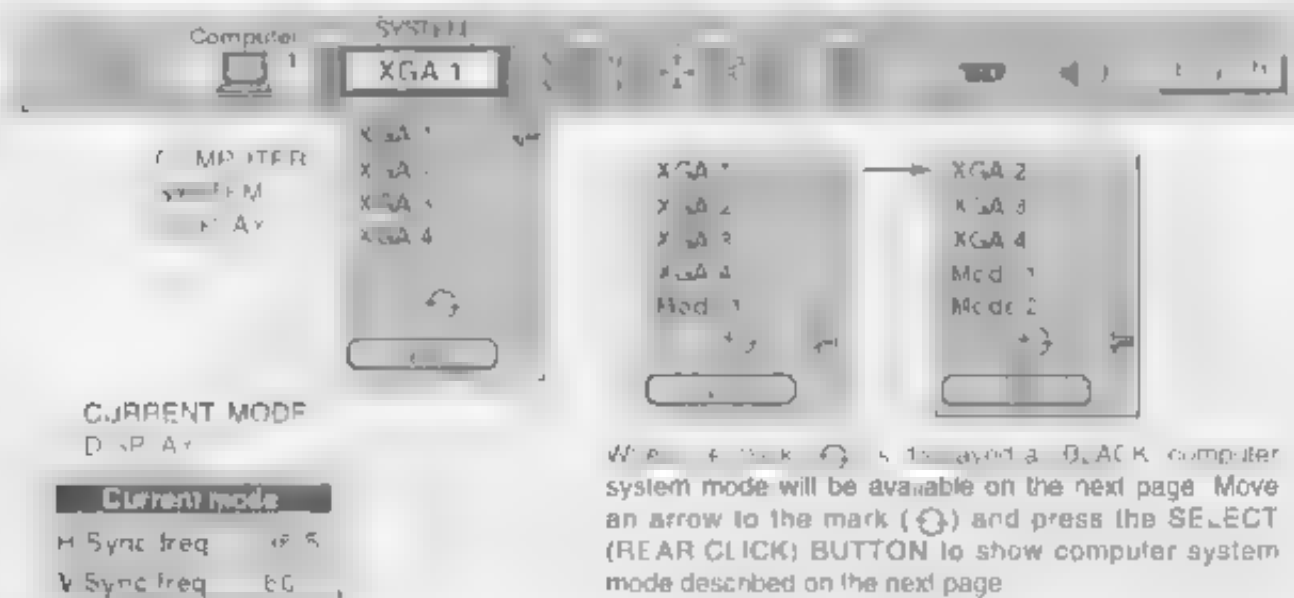
NOTE 1 If the projector does not detect the computer signal, the projector will display the G.P.C. display.

NOTE 2 If the projector does not detect the signal, the N/A display appears.

NOTE 3 If the projector does not detect the signal, the D.V.A., S.V.G.A., X.G.A., S.X.G.A., or U.X.G.A. display appears.

- 3 Press the MENU BUTTON to the MAIN MENU DISPLAY screen.
- 4 Press the POINT LEFT BUTTON. The SYSTEM menu will appear. Press the SELECT (REAR CLICK) BUTTON. A dialog box COMPUTER SYSTEM DISPLAY will appear.
- 5 Press the POINT DOWN BUTTON and a red arrow will appear.
- 6 You will be able to select the display mode. Press the POINT LEFT (DOWN) BUTTON to select one of the modes.
- 7 Press the SELECT (REAR CLICK) BUTTON. The projector will display the selected mode.
- 8 Turn the MAIN menu to the next page. To do this, press the NEXT (REAR CLICK) BUTTON.

### MAIN MENU DISPLAY



## PC ADJUSTMENT

This is a special feature that may be used when a computer image is not reproduced properly. See the pages 42-48 for more detail.)

## COMPATIBLE COMPUTER SPECIFICATIONS

Model	Resolution	Horizontal Frequency (kHz)	Vertical Frequency (kHz)
SVGA1	640 x 480	31.5	60
SVGA2	640 x 480	31.5	72
SVGA3	640 x 480	31.5	75
SVGA4	640 x 480	31.5	85
SVGA5	640 x 480	31.5	90
SVGA6	640 x 480	31.5	100
SVGA7	640 x 480	31.5	120
MA	640 x 480	31.5	120
SVGA8	800 x 600	48.08	72.19
SVGA9	800 x 600	48.08	75.00
SVGA10	800 x 600	48.08	76.80
SVGA11	800 x 600	48.08	85.00
SVGA12	800 x 600	48.08	90.00
SVGA13	800 x 600	48.08	100.00
SVGA14	800 x 600	48.08	120.00
MA	800 x 600	48.08	120.00
SVGA15	1024 x 768	63.577	84.997
SVGA16	1024 x 768	63.577	85.000
SVGA17	1024 x 768	63.577	86.250
SVGA18	1024 x 768	63.577	90.000
SVGA19	1024 x 768	63.577	100.000
SVGA20	1024 x 768	63.577	120.000
MA	1024 x 768	63.577	120.000
SVGA21	1024 x 768	63.577	135.000
SVGA22	1024 x 768	63.577	144.000
SVGA23	1024 x 768	63.577	150.000
SVGA24	1024 x 768	63.577	160.000
SVGA25	1024 x 768	63.577	168.000
SVGA26	1024 x 768	63.577	170.000
SVGA27	1024 x 768	63.577	180.000
SVGA28	1024 x 768	63.577	192.000
SVGA29	1024 x 768	63.577	200.000
SVGA30	1024 x 768	63.577	210.000
SVGA31	1024 x 768	63.577	225.000
SVGA32	1024 x 768	63.577	240.000
SVGA33	1024 x 768	63.577	252.000
SVGA34	1024 x 768	63.577	270.000
SVGA35	1024 x 768	63.577	288.000
SVGA36	1024 x 768	63.577	300.000
SVGA37	1024 x 768	63.577	315.000
SVGA38	1024 x 768	63.577	324.000
SVGA39	1024 x 768	63.577	330.000
SVGA40	1024 x 768	63.577	360.000
SVGA41	1024 x 768	63.577	378.000
SVGA42	1024 x 768	63.577	396.000
SVGA43	1024 x 768	63.577	405.000
SVGA44	1024 x 768	63.577	420.000
SVGA45	1024 x 768	63.577	450.000
SVGA46	1024 x 768	63.577	480.000
SVGA47	1024 x 768	63.577	504.000
SVGA48	1024 x 768	63.577	540.000
SVGA49	1024 x 768	63.577	567.000
SVGA50	1024 x 768	63.577	600.000
SVGA51	1024 x 768	63.577	630.000
SVGA52	1024 x 768	63.577	648.000
SVGA53	1024 x 768	63.577	675.000
SVGA54	1024 x 768	63.577	720.000
SVGA55	1024 x 768	63.577	756.000
SVGA56	1024 x 768	63.577	792.000
SVGA57	1024 x 768	63.577	840.000
SVGA58	1024 x 768	63.577	864.000
SVGA59	1024 x 768	63.577	900.000
SVGA60	1024 x 768	63.577	936.000
SVGA61	1024 x 768	63.577	972.000
SVGA62	1024 x 768	63.577	1008.000
SVGA63	1024 x 768	63.577	1080.000
SVGA64	1024 x 768	63.577	1152.000
SVGA65	1024 x 768	63.577	1224.000
SVGA66	1024 x 768	63.577	1260.000
SVGA67	1024 x 768	63.577	1350.000
SVGA68	1024 x 768	63.577	1440.000
SVGA69	1024 x 768	63.577	1512.000
SVGA70	1024 x 768	63.577	1584.000
SVGA71	1024 x 768	63.577	1620.000
SVGA72	1024 x 768	63.577	1680.000
SVGA73	1024 x 768	63.577	1764.000
SVGA74	1024 x 768	63.577	1800.000
SVGA75	1024 x 768	63.577	1872.000
SVGA76	1024 x 768	63.577	1944.000
SVGA77	1024 x 768	63.577	2016.000
SVGA78	1024 x 768	63.577	2160.000
SVGA79	1024 x 768	63.577	2232.000
SVGA80	1024 x 768	63.577	2340.000
SVGA81	1024 x 768	63.577	2448.000
SVGA82	1024 x 768	63.577	2520.000
SVGA83	1024 x 768	63.577	2664.000
SVGA84	1024 x 768	63.577	2736.000
SVGA85	1024 x 768	63.577	2880.000
SVGA86	1024 x 768	63.577	2952.000
SVGA87	1024 x 768	63.577	3024.000
SVGA88	1024 x 768	63.577	3168.000
SVGA89	1024 x 768	63.577	3240.000
SVGA90	1024 x 768	63.577	3312.000
SVGA91	1024 x 768	63.577	3456.000
SVGA92	1024 x 768	63.577	3528.000
SVGA93	1024 x 768	63.577	3672.000
SVGA94	1024 x 768	63.577	3744.000
SVGA95	1024 x 768	63.577	3888.000
SVGA96	1024 x 768	63.577	3960.000
SVGA97	1024 x 768	63.577	4032.000
SVGA98	1024 x 768	63.577	4176.000
SVGA99	1024 x 768	63.577	4248.000
SVGA100	1024 x 768	63.577	4320.000

Model	Resolution	Horizontal Frequency (kHz)	Vertical Frequency (kHz)
SVGA1	640 x 480	31.5	60
SVGA2	640 x 480	31.5	72
SVGA3	640 x 480	31.5	75
SVGA4	640 x 480	31.5	85
SVGA5	640 x 480	31.5	90
SVGA6	640 x 480	31.5	100
SVGA7	640 x 480	31.5	120
SVGA8	800 x 600	48.08	72.19
SVGA9	800 x 600	48.08	75.00
SVGA10	800 x 600	48.08	76.80
SVGA11	800 x 600	48.08	85.00
SVGA12	800 x 600	48.08	90.00
SVGA13	800 x 600	48.08	100.00
SVGA14	800 x 600	48.08	120.00
SVGA15	1024 x 768	63.577	84.997
SVGA16	1024 x 768	63.577	85.000
SVGA17	1024 x 768	63.577	86.250
SVGA18	1024 x 768	63.577	90.000
SVGA19	1024 x 768	63.577	100.000
SVGA20	1024 x 768	63.577	120.000
SVGA21	1024 x 768	63.577	135.000
SVGA22	1024 x 768	63.577	144.000
SVGA23	1024 x 768	63.577	150.000
SVGA24	1024 x 768	63.577	160.000
SVGA25	1024 x 768	63.577	168.000
SVGA26	1024 x 768	63.577	170.000
SVGA27	1024 x 768	63.577	180.000
SVGA28	1024 x 768	63.577	192.000
SVGA29	1024 x 768	63.577	200.000
SVGA30	1024 x 768	63.577	210.000
SVGA31	1024 x 768	63.577	225.000
SVGA32	1024 x 768	63.577	240.000
SVGA33	1024 x 768	63.577	252.000
SVGA34	1024 x 768	63.577	270.000
SVGA35	1024 x 768	63.577	288.000
SVGA36	1024 x 768	63.577	300.000
SVGA37	1024 x 768	63.577	315.000
SVGA38	1024 x 768	63.577	324.000
SVGA39	1024 x 768	63.577	330.000
SVGA40	1024 x 768	63.577	360.000
SVGA41	1024 x 768	63.577	378.000
SVGA42	1024 x 768	63.577	396.000
SVGA43	1024 x 768	63.577	405.000
SVGA44	1024 x 768	63.577	420.000
SVGA45	1024 x 768	63.577	450.000
SVGA46	1024 x 768	63.577	480.000
SVGA47	1024 x 768	63.577	504.000
SVGA48	1024 x 768	63.577	540.000
SVGA49	1024 x 768	63.577	567.000
SVGA50	1024 x 768	63.577	600.000
SVGA51	1024 x 768	63.577	630.000
SVGA52	1024 x 768	63.577	648.000
SVGA53	1024 x 768	63.577	675.000
SVGA54	1024 x 768	63.577	720.000
SVGA55	1024 x 768	63.577	756.000
SVGA56	1024 x 768	63.577	792.000
SVGA57	1024 x 768	63.577	840.000
SVGA58	1024 x 768	63.577	864.000
SVGA59	1024 x 768	63.577	900.000
SVGA60	1024 x 768	63.577	936.000
SVGA61	1024 x 768	63.577	972.000
SVGA62	1024 x 768	63.577	1008.000
SVGA63	1024 x 768	63.577	1080.000
SVGA64	1024 x 768	63.577	1152.000
SVGA65	1024 x 768	63.577	1224.000
SVGA66	1024 x 768	63.577	1260.000
SVGA67	1024 x 768	63.577	1350.000
SVGA68	1024 x 768	63.577	1440.000
SVGA69	1024 x 768	63.577	1512.000
SVGA70	1024 x 768	63.577	1584.000
SVGA71	1024 x 768	63.577	1620.000
SVGA72	1024 x 768	63.577	1680.000
SVGA73	1024 x 768	63.577	1764.000
SVGA74	1024 x 768	63.577	1800.000
SVGA75	1024 x 768	63.577	1872.000
SVGA76	1024 x 768	63.577	1944.000
SVGA77	1024 x 768	63.577	2016.000
SVGA78	1024 x 768	63.577	2160.000
SVGA79	1024 x 768	63.577	2232.000
SVGA80	1024 x 768	63.577	2340.000
SVGA81	1024 x 768	63.577	2448.000
SVGA82	1024 x 768	63.577	2520.000
SVGA83	1024 x 768	63.577	2664.000
SVGA84	1024 x 768	63.577	2736.000
SVGA85	1024 x 768	63.577	2880.000
SVGA86	1024 x 768	63.577	2952.000
SVGA87	1024 x 768	63.577	3024.000
SVGA88	1024 x 768	63.577	3168.000
SVGA89	1024 x 768	63.577	3240.000
SVGA90	1024 x 768	63.577	3312.000
SVGA91	1024 x 768	63.577	3456.000
SVGA92	1024 x 768	63.577	3528.000
SVGA93	1024 x 768	63.577	3672.000
SVGA94	1024 x 768	63.577	3744.000
SVGA95	1024 x 768	63.577	3888.000
SVGA96	1024 x 768	63.577	3960.000
SVGA97	1024 x 768	63.577	4032.000
SVGA98	1024 x 768	63.577	4176.000
SVGA99	1024 x 768	63.577	4248.000
SVGA100	1024 x 768	63.577	4320.000

Specifications are subject to change without notice.

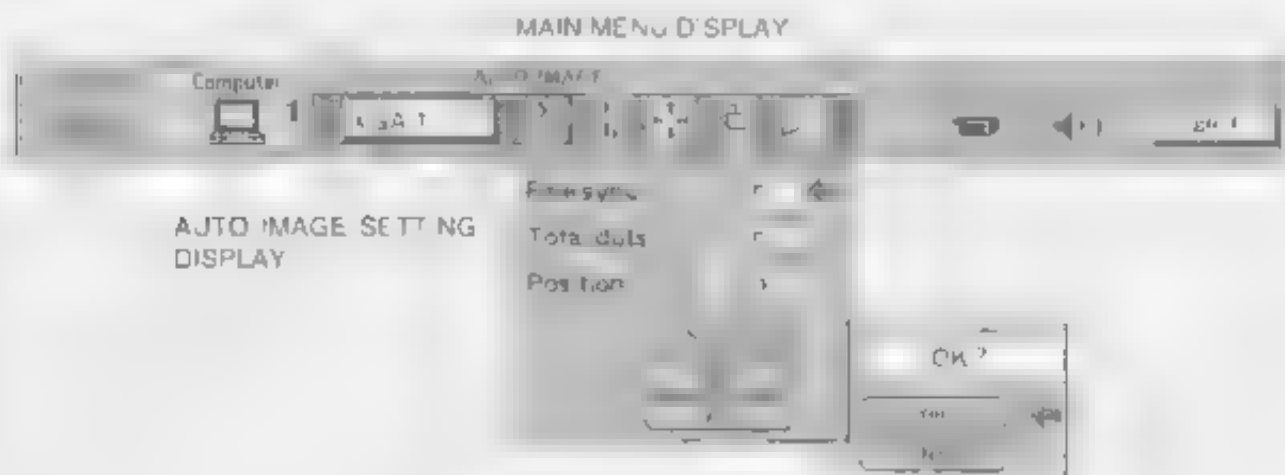
NOTE: Based on the principle of compatibility, the maximum horizontal frequency and vertical frequency are limited to 100 MHz and 100 MHz of Dot Clock.

## AUTO IMAGE FUNCTION

The Auto Image function is provided to automatically adjust Fine sync, Total dots and screen position for most computers.

**NOTE** This auto image function will be skipped when the following signals are:

- 1 Press the MENU BUTTON and the MAIN MENU DISPLAY dialog will appear.
  - 2 Press the POINT LEFT/RIGHT BUTTON to select AUTO IMAGE and press the SELECT (REAR CLICK) BUTTON. Another dialog box AUTO IMAGE SETTING DISPLAY will appear.
  - 3 Press the POINT DOWN BUTTON and a red arrow will appear.
  - 4 Move the arrow in an item you want to adjust by pressing the POINT UP/DOWN BUTTONS.
  - 5 Change the setting "On", press the SELECT (REAR CLICK) BUTTON.
  - 6 Move the arrow by pressing the POINT UP/DOWN BUTTONS to select "Go" and then press the SELECT (REAR CLICK) BUTTON. The auto image function will start and will take about 10 seconds.
  - 7 To store the settings, move the arrow to "End" and then press the SELECT (REAR CLICK) BUTTON. When you have stored the settings, "OK?" is displayed for confirmation.
  - 8 Move the arrow to "Yes" and then press the SELECT (REAR CLICK) BUTTON. The stored settings are memorized even if the MAIN ON/OFF is switched off.
  - 9 To quit the MENU program, quit and press the SELECT (REAR CLICK) BUTTON.
  - 10 This setting is temporarily effective until you quit the menu program by pressing the SELECT (REAR CLICK) BUTTON.
- NOTE** The fine sync, total dots and screen position will be automatically adjusted with the Auto Image Function. For the same reason, the horizontal and vertical sync and dot clock signals (4.5, 4.4, 4.3, 4.2, 4.1, 4.0) will be line-adjusted after the "Auto Image Function" is executed.

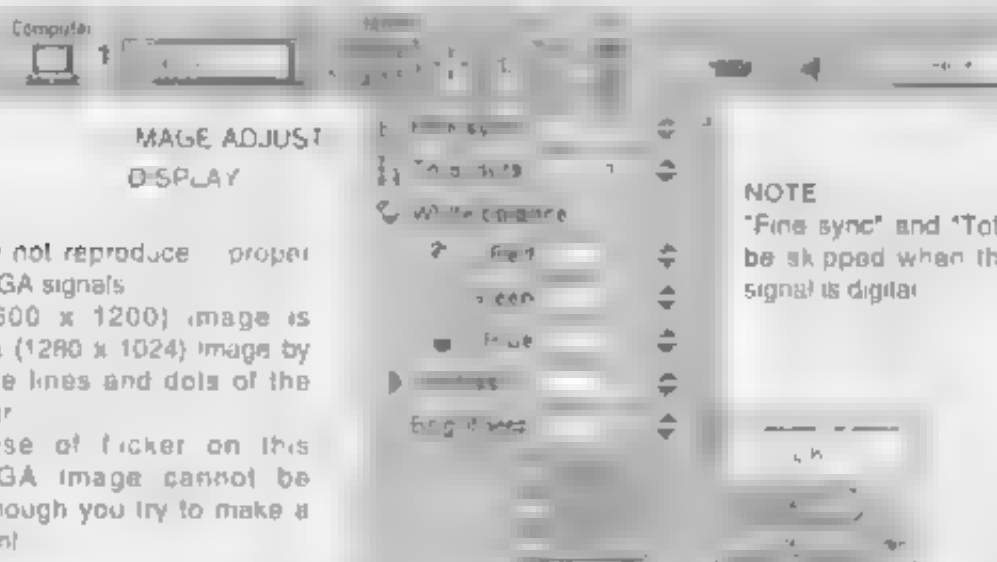


## PICTURE IMAGE ADJUSTMENT

Picture adjustments have been preset at the factory. To change the setting, operate the projector as follows.

1. Press the **MENU** **BUTTON** and the **MAIN MENU** **DISPLAY** will appear.
2. Press the **POINT LEFT** **RIGHT** **BUTTON** to select **IMAGE** and press the **SELECT** **REAR** **CLICK** **BUTTON**. Another dialog box **IMAGE ADJUST** **DISPLAY** will appear showing the current settings.
3. This dialog box shows the current settings. The level of the levels shown as numbers. The left and the range of the levels and you can adjust the settings as follows.
4. Press the **POINT DOWN** **BUTTON** and a red arrow will appear.
5. Move the arrow to the item you wish to adjust. Press the **POINT** **RIGHT** **LEFT** **BUTTON**.
6. To increase the level, press the arrow **▲** and to decrease the level, press the **SELECT** **REAR** **CLICK** **BUTTON**. To decrease the level, point the arrow to **▼** and then press the **SELECT** **REAR** **CLICK** **BUTTON**.  
You may want to store the settings if the **OK** **KEY** is pressed. To store the settings, move the arrow to **STORE** and press the **SELECT** **REAR** **CLICK** **BUTTON**. When you have stored the settings, **OK** **KEY** is displayed for confirmation.
8. Move the arrow to **YES** and then press the **SELECT** **REAR** **CLICK** **BUTTON**. The stored settings are memoized even if the **MAIN** **ON/OFF** is switched off.
9. To quit the **MENU**, move the arrow to **EXIT** and then press the **SELECT** **REAR** **CLICK** **BUTTON**.
10. If you do not wish to store the settings, move the arrow to **NO** and then press the **SELECT** **REAR** **CLICK** **BUTTON**. The settings are not stored and the **MAIN** **MENU** **DISPLAY** will appear.
11. To exit the **IMAGE** **ADJUST** **DISPLAY**, move the arrow to **EXIT** and then press the **SELECT** **REAR** **CLICK** **BUTTON**. When you have pressed the **SELECT** **REAR** **CLICK** **BUTTON**, the **MAIN** **MENU** **DISPLAY** will appear. Move the arrow to **YES** and then press the **SELECT** **REAR** **CLICK** **BUTTON**. The stored settings are memoized.

### MAIN MENU DISPLAY



#### NOTE

The projector may not reproduce proper image for some UXGA signals.  
Since LXGA (1600 x 1200) image is converted to SXGA (1280 x 1024) image by partial scan, some lines and dots of the image do not appear.  
Some video noise or flicker on this compressed UXGA image cannot be eliminated even though you try to make a Fine sync adjustment.

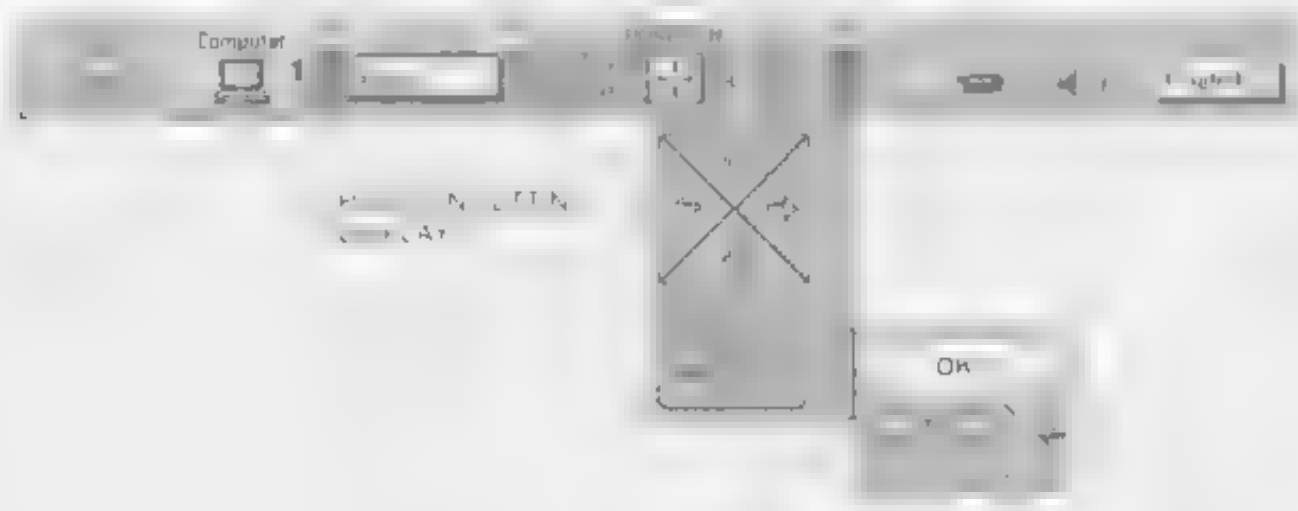
### ACTIVE FEATURE IMAGE ADJUSTMENT

FINE SYNC	Adjust the picture as necessary to eliminate flicker from the display	0 $\longleftrightarrow$ 127
TOTAL DOTS	The number of the total dots in one horizontal period. Adjust the number to match your PC image	
WHITE BALANCE RGB	DEEPER $\longleftrightarrow$ 63 INCREASE	
CONTRAST	LIGHTER $\longleftrightarrow$ 63 DEEPER	
BRIGHTNESS	DARKER $\longleftrightarrow$ 63 BRIGHTER	

## PICTURE POSITION ADJUSTMENT

- 1 Press the **MENU** BUTTON at the MAIN MENU. **PLAY** is displayed.
- 2 Press the **POINT LEFT RIGHT** BUTTON. **POSITION** is displayed. Press the **SELECT** HEARCLICK BUTTON. Another dialog box **POSITION SETTING DISPLAY** will appear.
- 3 Press the **POINT DOWN** BUTTON and a red arrow will appear.
- 4 Move the arrow and press the **POINT LEFT RIGHT UP DOWN** BUTTONS and press the **SELECT** HEARCLICK BUTTON. **POSITION** is displayed.
- 5 You may want to check the position of the arrow. If it is not the position you want, move the arrow. Press the **SELECT** HEARCLICK BUTTON. A dialog box **OK?** is displayed for confirmation.
- 6 Move the arrow. Press the **SELECT** HEARCLICK SETTING. The arrow is reset even if the **MAIN ON/OFF** is switched off.
- 7 Press the **MENU** BUTTON at the MAIN MENU. **SELECT** HEARCLICK BUTTON.
- 8 Press the **POINT DOWN** BUTTON. **POSITION** is displayed. Press the **SELECT** HEARCLICK BUTTON. The screen returns to the MAIN MENU.
- 9 To return the screen to the MAIN MENU, press the **SELECT** HEARCLICK BUTTON. Move the arrow. Press the **SELECT** HEARCLICK BUTTON. The screen returns to the MAIN MENU.

MAIN MENU DISPLAY





## PC ADJUSTMENT

**NOTE** This function will be skipped when the incoming signal is digital.

This projector is a universal projector that displays signals from many different computers correctly as it is built. However, some computers adopt a special signal format which is different from the standard and the projector may not detect it. If this happens, the projector cannot reproduce a proper image. And if the image is not synchronized, picture is non-centered picture or a skewed picture may be projected instead.

For these reasons, before connecting a computer to the projector, please use PC ADJUST. After this, you can easily adjust several parameters to match with the computer format. The format can be set to the memory areas where you can store the parameters you have set. So, once you connect a computer, just select the mode which you need.

1. Press the **MENU** BUTTON and the **MAIN MENU DISPLAY** will appear.
2. Press the **POINT LEFT/RIGHT** BUTTON to enter **PC ADJUST** and press the **SELECT** (REAR) **CLICK** BUTTON. Another dialog box "Where to reserve" will appear.
3. In this dialog box, you can select the mode which you need. Mode 1 ~ Mode 8 parameters have been previously set and stored in the memory. The selected mode will be displayed on the screen and the **PC** will appear.
4. Press the **POINT DOWN** BUTTON and a red arrow will appear.
5. Move the red arrow to the Mode which you want. Then the parameters will be set. Press the **POINT DOWN** BUTTON. Press the **SELECT** (REAR) **CLICK** BUTTON. The screen will return to the **MAIN MENU DISPLAY**.

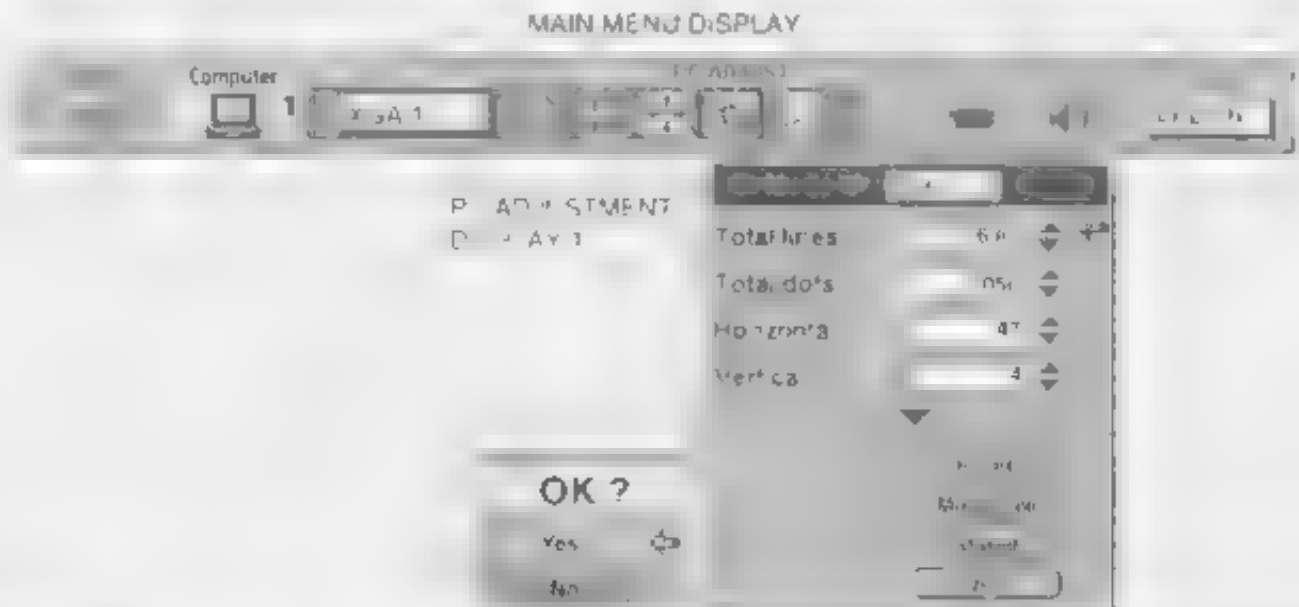
**NOTE** Since the projector has Modes 1 ~ 8, you can select the mode which you need. However, if you connect the PC, please use the **PC** data using **Mode free Function**.

### MAIN MENU DISPLAY



## COMPUTER MODE

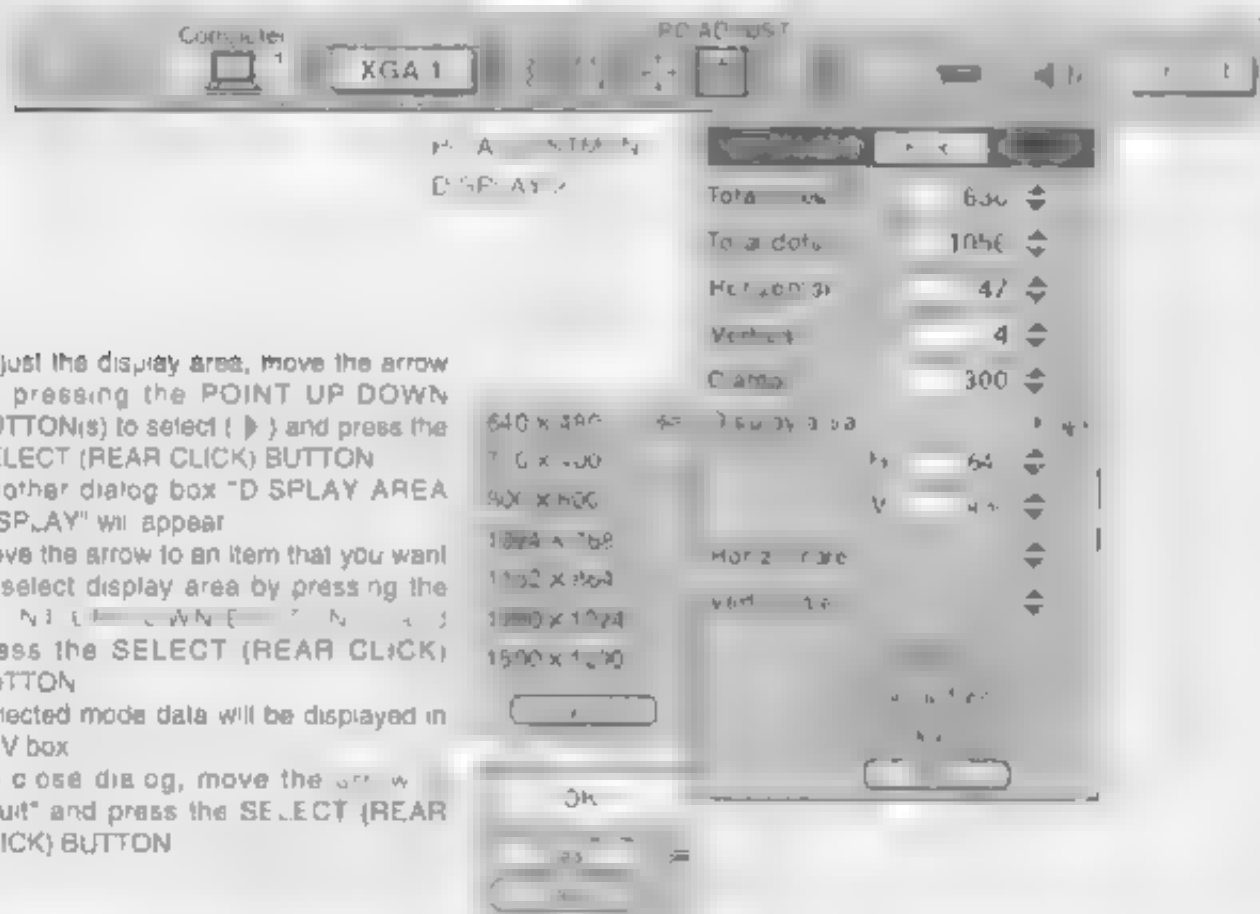
- 6 Another dialog box PC ADJUSTMENT DISPLAY 1 will appear and the parameter data for the Mode you have selected is shown in this dialog box.
- 7 The parameters will be filled with the data determined by the processor according to the present signal input.
- 8 The function of the parameters and their values are summarized in the table as below.
- 9 Move the arrow to an item that you want to adjust by pressing the POINT UP/DOWN BUTTON.
- 10 To increase the value of the arrow with ▲ and to decrease the value with the SELECT REAR CLICK BUTTON. To decrease the value with the arrow with ▼ and to increase the value with the SELECT REAR CLICK BUTTON.
- 11 If you want to store the setting in the memory, move the arrow to YES and press the SELECT (REAR CLICK) BUTTON. When you have stored the setting, OK is displayed for confirmation. Move the arrow to YES and then press the SELECT (REAR CLICK) BUTTON.
- 12 To reset the parameter data to the default setting, move the arrow to Reset and then press the SELECT (REAR CLICK) BUTTON. When you have reset the data, OK is displayed for confirmation. Move the arrow to YES and then press the SELECT (REAR CLICK) BUTTON. Your adjustment setting is again needed.
- 13 To exit the MENU, move the arrow to Quit and then press the SELECT (REAR CLICK) BUTTON.
- 14 If you exit the MENU without storing the setting in the memory, the parameter data you changed will not be kept.
- 15 The stored setting is memorized even if the MAIN MENU is switched off.
- 16 Adjust the data for the Car Display and the Headlight level if needed. Move the arrow by pressing the POINT UP/DOWN BUTTON with ▼, then press the SELECT (REAR CLICK) BUTTON.



ITEM	FUNCTION
TOTAL LINES	The number of the vertical line. Adjust the number to match your PC image.
TOTAL DOTS	The number of the horizontal dots in the image. Adjust the number to match your PC image.
HORIZONTAL	Adjustment of the horizontal position of the image. When the image is not centered on the screen, adjust this.
VERTICAL	Adjustment of the vertical position of the image. When the image is not centered on the screen, adjust this.

- 17 Another dialog box "PC ADJUSTMENT DISPLAY 2" will appear and the selected data for the Mode you have selected is shown in this dialog box.
- 18 Move the arrow to an item that you want to adjust by pressing the POINT UP/DOWN BUTTON(s).
- 19 To increase the value, point the arrow to ▲ and then press the SELECT (REAR CLICK) BUTTON. To decrease the value, point the arrow to ▼ and then press the SELECT (REAR CLICK) BUTTON.
- 20 If you want to store the settings in the memory, move the arrow to "Store" and press the SELECT (REAR CLICK) BUTTON. When you have completed the settings, click the "Quit" button. Move the arrow to "Yes" and then press the SELECT (REAR CLICK) BUTTON.
- 21 To recall the parameters data before setting, move the arrow to "Recall" and then press the SELECT (REAR CLICK) BUTTON. When you have reset the settings, click the "Quit" button. Move the arrow to "Yes" and then press the SELECT (REAR CLICK) BUTTON.
- 22 To quit the MENU, move the arrow to "Quit" and then press the SELECT (REAR CLICK) BUTTON.
- 23 If you quit the MENU without saving the settings, the memory will be deleted. To save the settings, click the "Yes" button.
- 24 The stored settings are retrieved every time the MAIN MENU is shown.

## MAIN MENU DISPLAY



Adjust the display area, move the arrow by pressing the POINT UP/DOWN BUTTON(s) to select (▶) and press the SELECT (REAR CLICK) BUTTON.

Another dialog box "DISPLAY AREA DISPLAY" will appear.

Move the arrow to an item that you want to select display area by pressing the POINT UP/DOWN BUTTON(s) and then press the SELECT (REAR CLICK) BUTTON.

Selected mode data will be displayed in H, V box.

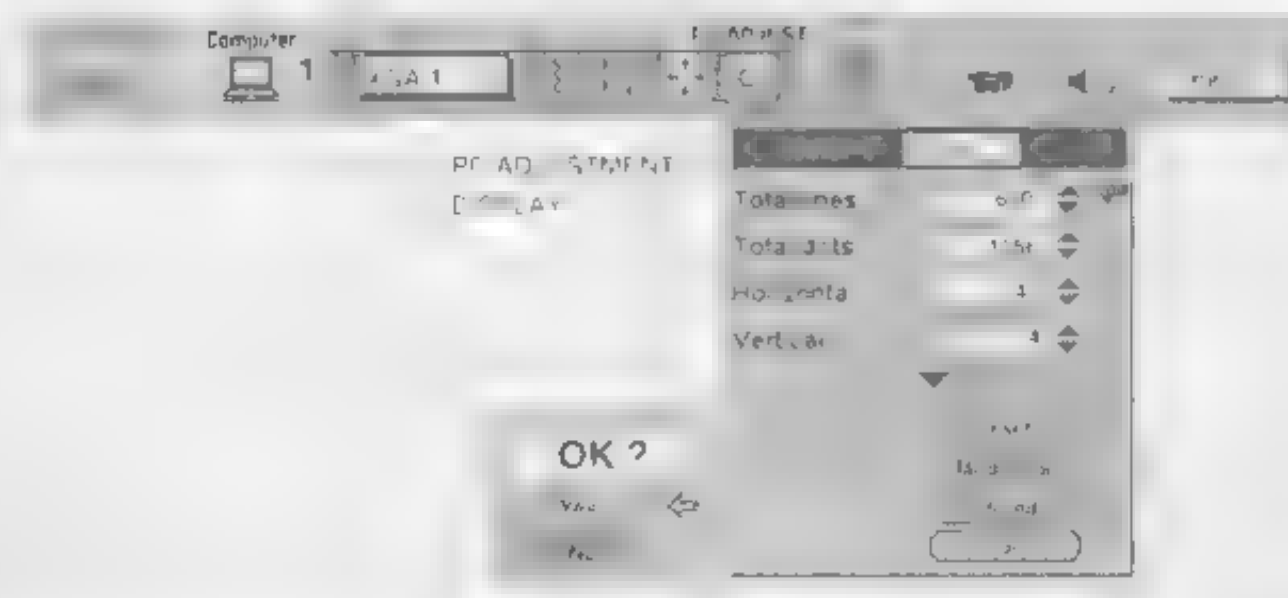
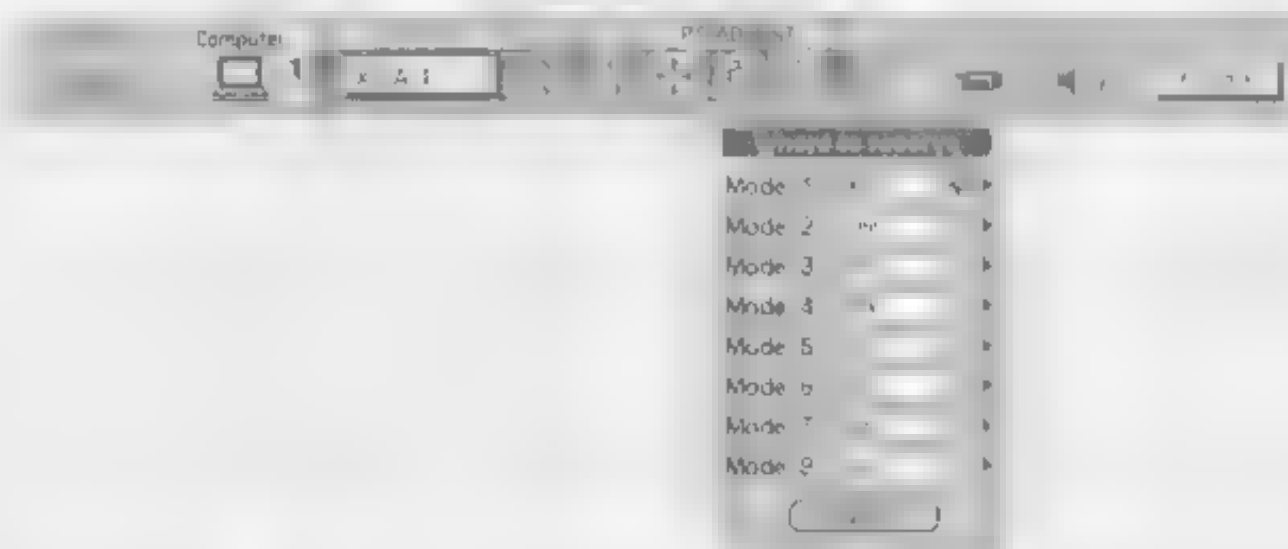
To close dialog, move the arrow to "Quit" and press the SELECT (REAR CLICK) BUTTON.

ITEM	FUNCTION
CLAMP	Adjustment the clamp level for the horizontal direction
DISPLAY AREA	Adjustment the display area to match your PC.
HORIZ. SCALE	Expanding or compressing level for the horizontal direction
VERT. SCALE	Expanding or compressing level for the vertical direction

**MODE FREE**

The Mode free function is provided to allow the user to delete a mode by PC ADJUST.

- 1 Press the **MEN** BUTTON and the MAIN MENU DISPLAY appears.
- 2 Press the **POINT LEFT RIGHT** BUTTON to select **PC ADJUST** and press the **SELECT REAR CLICK** BUTTON. Another dialog box "Where to reserve" will appear.
- 3 Press the **POINT DOWN** BUTTON and a red arrow will appear.
- 4 Move the arrow to one of the Modes. Start with the mode you want to delete by pressing the **POINT UP DOWN** BUTTONS. Press the **SELECT REAR CLICK** BUTTON. A dialog box **PC ADJUSTMENT DISPLAY** will appear.
- 5 To quit the **MEN** button and to go back press the **SELECT REAR CLICK** BUTTON.
- 6 To modify the parameter "data parameter" select "PC ADJUSTMENT SECTION".
- 7 To delete a parameter, move the arrow with the **POINT UP DOWN** BUTTONS to select Mode from. Press the **SELECT (REAR CLICK) BUTTON**. "OK?" is displayed for confirmation.
- 8 Move the arrow to "YES" by the **POINT LEFT RIGHT** BUTTON. "OK" is displayed.
- 9 To quit the **MEN** move the arrow to "data parameter" by the **SELECT REAR CLICK** BUTTON.

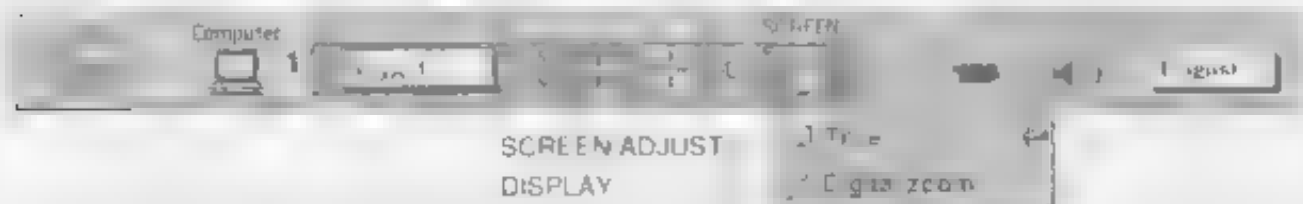
**MAIN MENU DISPLAY**

## PICTURE SCREEN ADJUSTMENT

[illegible]

1. Press **MENU** BUTTON and **MAIN MENU DISPLAY** dialog box will appear
2. Press **POINT LEFT NEXT BUTTON** ~~or 5 key on the~~ **SELECT REAR CLUCK BUTTON**. Another dialog box **SCREEN ADJUST DISPLAY** will appear
3. Press **POINT DOWN BUTTON** and a red arrow will appear

MAIN MENU DISPLAY



- [illegible]

# OTHER FUNCTION SETTING

This projector has other functions setting: Blue Back Display, Reverse T/B, Reverse R/L, Split wipe, Power management, USB, Remote control and Lamp age.

## BLUE BACK (On or Off)

When this function is in the "On" position, the background picture will change with the video source on the screen when the video source is unplugged or turned off.

## DISPLAY (On or Off)

When this function is in the "On" position, the screen will always display when adjustments are made. Although these on-screen displays are very helpful, they can be distracting. Therefore, we have provided the pre-mentioned "Display" function. You can keep each center display on, always, or turn it off. There are ways to see displays that you can hide.

- |                  |                                 |                  |
|------------------|---------------------------------|------------------|
| ● Wait Display   | ● Mode Display                  | ● Volume Display |
| ● Mute Display   | ● Zoom/Focus/Lens shift Display | ● D Zoom Display |
| ● Normal Display | ● No show Display               |                  |

## REVERSE T/B (On or Off)

When this function is in the "On" position, the top/bottom picture reverse.

T B      L B

## REVERSE L/R (On or Off)

When this function is in the "On" position, the left/right picture reverse. When you adjust the left/right picture, you

L R      R L

## SPLIT WIPE (On or Off)

The Split Wipe function is used to split the picture horizontally or vertically. The picture will split into two ways when the input source is changed.

Currently, the projector has two functions. The horizontal function always splits the center and the horizontal picture will split into two ways. The vertical function always

## POWER MANAGEMENT (On or Off)

Power management will turn the projector off when the picture is not displayed for over 5 minutes. This feature will save power. The projector will always be on when the signal is not 1 minute. The projector will turn off when the signal is not 1 minute.

## USB (Mouse or Control)

This projector is designed to be used with a USB port. The projector is designed to be used with a standard

When this function is in the "Mouse" position, you can use the computer if the computer used the projector's wireless remote control unit.

When this function is in the "Control" position, you can use the projector by computer.

**NOTE:** Before you can use the projector by computer, you need a USB drive and a USB cable and set up the computer. The projector will be used with the USB drive and cable.

## REMOTE CONTROL CODE CHANGE (Mode 1 or Mode 2)

This projector can be operated with two different remote controls. It is factory set to normal code (MODE 1) and the other one is extended code (MODE 2).

This is used to prevent the remote control code collision with other projector and several remote control video equipments are system-up and used together.

When you change the code (MODE 2) you must change both projector and Remote Control Unit.

### To change Projector code.

Set REMOTE CONTROL in SETTING menu (below figure) to "MODE 2"

### To change Remote Control Unit code.

Press both MENU and NORMAL buttons for 10 seconds.

After the channel code is reset to factory default, you can go back to normal code (MODE 1), take same operation above.

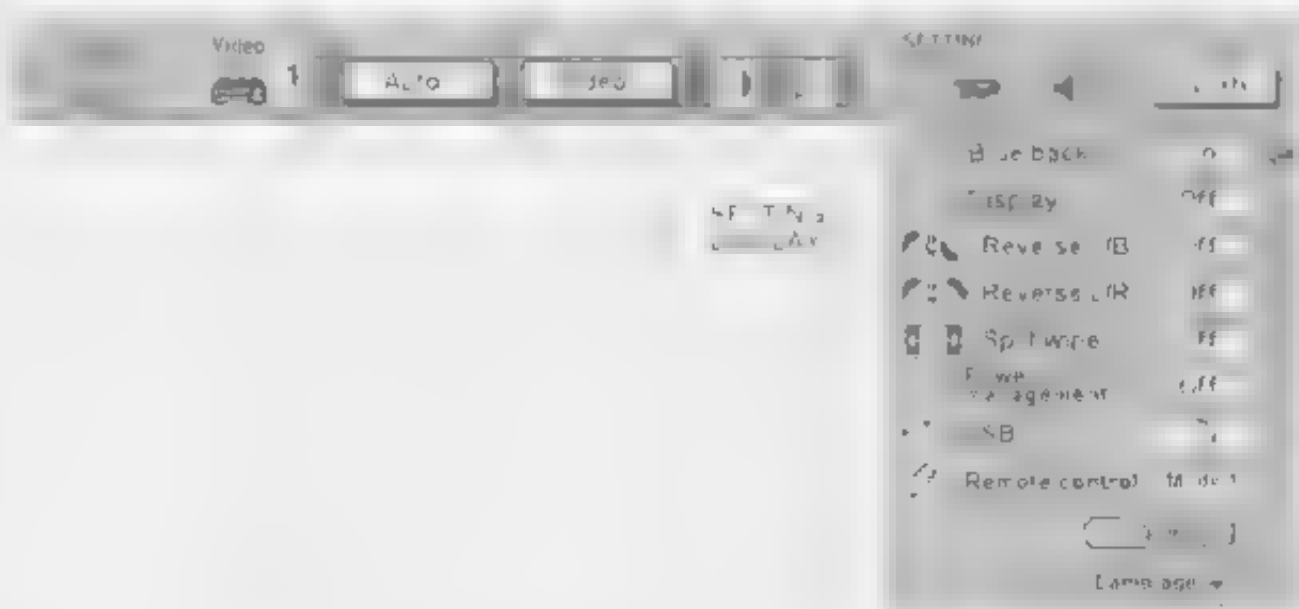
Mode 1

Mode 2

## Setting the Blue back Display Reverse T/B Reverse R/L, Split wipe Power management, USB and Remote control

- 1 Press the MENU BUTTON to the MAIN MENU DISPLAY.
- 2 Press the POINT UP BUTTON to the SETTING menu and the LEFT REAR CLICK BUTTON. Another dialog box SETTING DISPLAY will appear.
- 3 Press the POINT DOWN BUTTON and a red arrow will appear.
- 4 Move the red arrow to the POINT DOWN BUTTON.
- 5 You will be able to change the setting.
- 6 To quit the MAIN MENU DISPLAY, press the LEFT REAR CLICK BUTTON.
- 7 The settings are memorized even if the MAIN ON/OFF is switched off.

### MAIN MENU DISPLAY



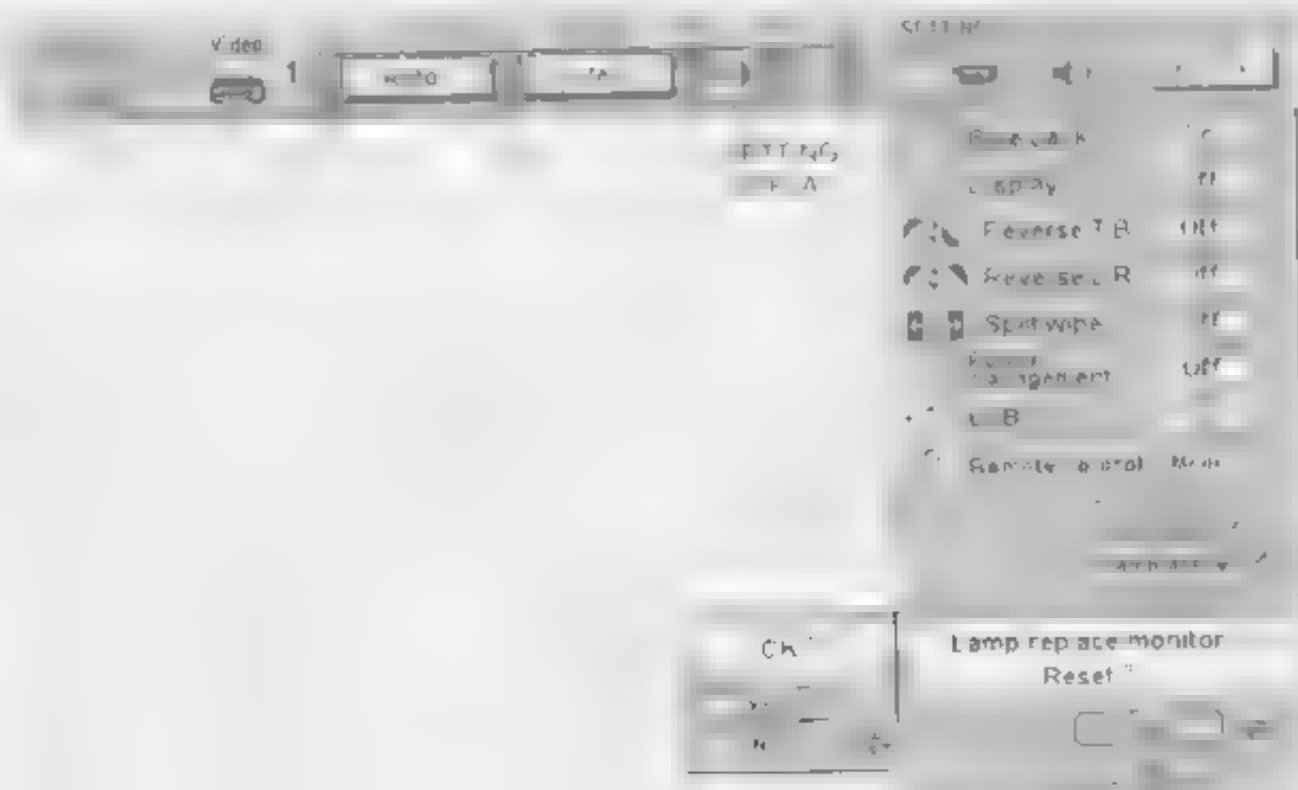
## LAMP AGE

The Lamp age function is designed to reset the lamp replacement monitor timer. When burning the lamp, reset the lamp replacement monitor timer by using this function.

**NOTE** Do not reset the LAMP REPLACEMENT MONITOR TIME when the lamp is replaced.

- 1 Press the **MENU** BUTTON and the MAIN MENU DISPLAY will appear.
- 2 Press the **POINT LEFT/RIGHT** BUTTON to go to **SETTING** and press the **SELECT/REAR** CLOCK BUTTON.  
Another dialog box **SETTING DISPLAY** will appear.
- 3 Press the **POINT DOWN** BUTTON and a red arrow will appear.
- 4 Move the arrow by pressing the **POINT UP/DOWN** BUTTON to the **REAR** of the **SELECT/REAR** CLOCK BUTTON. When you see the **REAR** of the **SELECT/REAR** CLOCK BUTTON.
- 5 Move the arrow to **YES** for the **REAR** of the **SELECT/REAR** CLOCK BUTTON. When you see the **REAR** of the **SELECT/REAR** CLOCK BUTTON, press the **SELECT/REAR** CLOCK BUTTON. When you see the **REAR** of the **SELECT/REAR** CLOCK BUTTON, press the **SELECT/REAR** CLOCK BUTTON.
- 6 Move the arrow to **YES** for the **REAR** of the **SELECT/REAR** CLOCK BUTTON. When you see the **REAR** of the **SELECT/REAR** CLOCK BUTTON, press the **SELECT/REAR** CLOCK BUTTON.
- 7 To return to the MAIN MENU, press the **POINT UP/DOWN** BUTTON.

### MAIN MENU DISPLAY





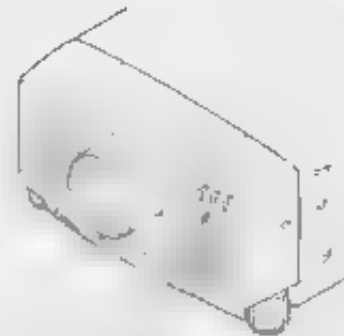
### TEMPERATURE WARNING INDICATOR

The TEMPERATURE WARNING INDICATOR flashes red when the internal temperature of the projector exceeds the normal temperature.

Possible causes for the temperature warning may be:

1. Ventilation slots of the projector are blocked. In such an event, reposition the projector so that ventilation slots are not obstructed.
2. Air filter is clogged with dust particles. Remove dust from the air filter by following instructions in the Air Filter Care and Cleaning section above.

If the TEMPERATURE WARNING INDICATOR still continues to flash after checking (1) and (2), call your authorized dealer or service station.



TEMPERATURE  
WARNING  
INDICATOR

### AIR FILTER CARE AND CLEANING

The air filter is a critical component of the projector. It filters dust and debris from the air that enters the projector. If the air filter is not cleaned regularly, dust and debris will build up and reduce the life of the projector.

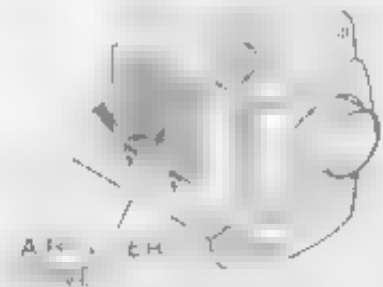
To clean the air filter, follow the cleaning procedures below:

1. Turn the POWER ON/OFF button OFF.
2. Remove the air filter cover.
3. Remove the air filter and sponge from the filter cover.
4. Clean the air filter with a vacuum cleaner.

For more information on how to clean the air filter, see the Air Filter Care and Cleaning section.



Do not clean with water. Doing so may damage the air filter.  
Do not operate the projector with air filter removed.



SPONGE

AIR FILTER

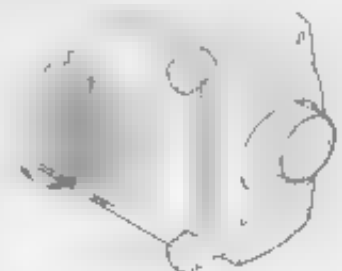
AIR FILTER  
COVER

### RECOMMENDATION

TO ENJOY PICTURE IMAGE, USE THE PROJECTOR IN THE CLEAN ENVIRONMENT. USAGE IN THE CLEAN ENVIRONMENT IS RECOMMENDED.

When you use the projector, keep the environment clean. Avoid using the projector in a dusty or smoky environment. This will help to keep the projector clean and prevent dust from entering the projector.

When the projector is not in use, cover it with a dust cover. This will help to keep the projector clean and prevent dust from entering the projector.



## LAMP REPLACEMENT

WHEN THE PROJECTION LAMP OF THIS PROJECTOR DRAWS TO AN END, THE LAMP REPLACEMENT INDICATOR LIGHTS YELLOW AND THE WARNING MESSAGE LAMP REPLACEMENT APPEARS AS THE RIGHT FIGURE. WHEN THE WARNING MESSAGE IS DISPLAYED, THE PROJECTION LAMP SHOULD BE REPLACED.

### To terminate the warning message.

Press the PRINT/PAUSE/STOP button on the LAMP REPLACEMENT MONITOR TIMER. See LAMP REPLACEMENT MONITOR TIMER. The warning message is terminated.

### To erase the warning message in a moment.

To erase the warning message for a moment, move the arrow to "YES" by pressing the PRINT/PAUSE/STOP button on the LAMP REPLACEMENT MONITOR TIMER. This procedure is temporary measure, and the warning message appears again when the projector is turned on next time.



LAMP  
REPLACEMENT  
INDICATOR

### LAMP REPLACEMENT



- For continued safety, replace with a lamp assembly of the same type.
- Allow the projector to cool for at least 45 minutes before you open the lamp cover. The inside of the projector can become very hot.
- Do not drop the lamp module or touch the glass bulb. The glass can shatter and cause injury.

Follow these steps to replace the lamp assembly.

- 1 Turn off the projector and allow the projector to cool thoroughly.
- 2 Disconnect the AC cord from the projector.
- 3 Remove 2 screws with a screwdriver and remove the lamp cover.
- 4 Remove 2 screws with a screwdriver and remove the lamp assembly by grasping the handle.
- 5 Replace the lamp assembly.
- 6 Tighten 4 screws to secure the lamp cover to the lamp assembly.
- 7 Connect the detachable AC cord to the projector.

After the lamp is replaced, the LAMP REPLACEMENT MONITOR TIMER starts.

See LAMP REPLACEMENT MONITOR TIMER.

**NOTE** The LAMP REPLACEMENT MONITOR TIMER starts after the lamp is replaced.

LAMP  
COVER

LAMP  
ASSEMBLY

HANDLE



## CLEANING THE LENS

Follow these steps to clean the projection lens:

1. Apply a non-abrasive camera lens cleaner to a soft, dry cleaning cloth.  
Avoid using an excessive amount of cleaner.  
Abrasive cleaners, solvents or other harsh chemicals might scratch the lens.
2. Lightly wipe the cleaning cloth over the lens.
3. When you don't use the projector, replace the lens cover.

## TROUBLESHOOTING

Before calling your dealer or service station for assistance, check the matters below once again.

1. Make sure you have connected the projector to your equipment as described in section "CONNECTING THE PROJECTOR" on pages 14 - 21.
2. Check cable connections. Verify that all computer, video and power cords are properly connected.
3. Verify that power is switched on.
4. If the projector still does not display an image, re-start the computer.
5. If the image still does not display, unplug the projector from the computer and check the computer monitor's display. The problem may be with your graphics controller rather than with the projector. (When you reconnect the projector, remember to turn the computer and monitor off before you power up the projector. Power the equipment back up in order of: Projector and computer)
6. If the problem still exists, check the following chart.

Problem:	Try these Solutions:
No power.	<ul style="list-style-type: none"> <li>● Plug the projector into an AC outlet.</li> <li>● Turn the MAIN ON/OFF switch to ON.</li> <li>● Press the POWER ON/OFF switch to ON.</li> <li>● Be sure the READY INDICATOR light is ON.</li> <li>● Wait one minute after the projector is turned OFF before turning the projector back on.</li> </ul> <p>NOTE: After pressing the POWER ON/OFF button to OFF. The projector functions as indicated.</p> <ol style="list-style-type: none"> <li>1. The LAMP POWER indicator will light and the READY indicator will turn off.</li> <li>2. After one minute, the READY indicator will light green again and the projector may be turned on by pressing the POWER ON/OFF button.</li> </ol> <ul style="list-style-type: none"> <li>● Check temperature warning indicator. If the indicator flashes red, the projector cannot be turned on. (See "BASIC OPERATION" section on page 32).</li> <li>● Check the projection lamp.</li> <li>● Replace the lamp cover. (Check the interlock switch inside of the lamp cover.)</li> </ul>
Image is out of focus.	<ul style="list-style-type: none"> <li>● Adjust the focus.</li> <li>● Make sure the projection screen is at least 4.9' (1.5 m) from the projector.</li> <li>● Check the projection lens to see if it needs cleaning.</li> </ul> <p>NOTE: Moving the projector from a cool temperature location to a warm temperature location may result in moisture condensation on the lens. In such an event, leave the projector OFF and wait until condensation disappears.</p>

Problem:	Try these Solutions:
Picture is T/B Inverted.	Check Reverse T/B feature. (See "OTHER FUNCTION SETTING" section on pages 50 - 51)
Picture is L/R Reversed.	Check Reverse L/R feature. (See "OTHER FUNCTION SETTING" section on pages 50 - 51)
Some displays are not seen during the operation.	Check Display feature. (See "OTHER FUNCTION SETTING" section on pages 50 - 51)
No sound.	<ul style="list-style-type: none"> <li>● Check audio cable connection from audio input source.</li> <li>● Adjust audio source.</li> <li>● Press the VOLUME (+) button.</li> <li>● Press the MUTE button.</li> </ul>
Remote control unit doesn't work.	<ul style="list-style-type: none"> <li>● Check the batteries.</li> <li>● Make sure nothing is blocking between the remote control sensor and remote control unit.</li> <li>● Make sure you are not too far from the projector when using the remote control unit. (Maximum operate range 16.4' (5 m)).</li> <li>● Check the transmitted signal mode from the remote control unit. (See "OTHER FUNCTION SETTING" section on pages 50 - 51).</li> </ul>
Wireless mouse function does not work.	<ul style="list-style-type: none"> <li>● Check the cable connection between the projector and the computer.</li> <li>● Check the mouse setting on your computer.</li> <li>● Turn on the projector before you turn on the computer</li> </ul>

Projector Type	Multi-media Projector
Dimensions (W x H x D)	15.4" (390 mm) x 9.2" (234 mm) x 22.9" (582 mm)
Net Weight	39.2 lbs (17.8 kg)
LCD Panel System	1.8" TFT Active Matrix type x 3 panels
Number of Pixels	3,932,160 (1,310,720 (1,280 x 1,024) x 3)
Color System	6 color system (PAL, SECAM, NTSC, NTSC4.43, PAL-M and PAL-N)
Scanning Frequency	H-sync. 15 – 100 KHz, V-sync. 50 – 100 Hz
Projection Image Size (Diagonal)	Adjustable from 40" to 600"
Horizontal Resolution	800 TV lines
Projection Lens	F2.0 - 2.3 lens with $f=75.7$ mm - 97.5 mm Motor zoom and focus
Motorized Lens Shift	$\pm 760$ mm on 100" screen
Throw Distance	4.9' (1.5 m) - 80.7' (24.6 m)
Projection Lamp	400 watt type
AV Input Jacks	BNC Type (Video/Y, C/Cb (B-Y), Cr (R-Y)) x 2 sets, RCA Type (Audio R and L) x 2 sets and DIN 4 pin (S-Video) x 2 sets
Video Monitor Output Jack	BNC Type (Video/Y, C/Cb (B-Y), Cr (R-Y)) x 1 set and DIN 4 pin (S-Video) x 1 set
Audio Monitor Output Jacks	RCA Type (R and L) x 1 set
Computer Input 1 Jack	MDR 20-pin Terminal (Digital), HDB 15-pin Terminal (Analog), Multi-pole 12-pin (Control port) and USB port
Computer Input 2 Jack	BNC Type (R, G, B, H and V), Multi-pole 12-pin (Control port) and USB port
Computer Audio Input Jack	RCA Type (R and L) x 2 sets
Computer Output Jack	HDB 15-pin Terminal
Computer Audio Output Jack	RCA Type (R and L) x 1 set
Other Jack	Wired Remote Jack and Serial port (DB 9)
Built-in Speaker	(2) 5 cm x 9 cm, Stereo (R and L), 3 watt (Music Power)
Image Elevation Adjustment	Up to 4°
Voltage	100 - 120 V AC, 50/60 Hz
Power Consumption	7.2 A (Max. Ampere)
Operating Temperature	5°C - 35°C
Storage Temperature	-10°C - 60°C
Remote Control Transmitters	Wireless Remote Control with Laser Beam (Class II Laser) Max. Output 1mW/Wave Length 660 $\pm$ 20nm, batteries (2) AA type. Wireless/Wired Remote Control, batteries (2) AA type.



This symbol on the nameplate means the product is Listed by Underwriters Laboratories Inc. It is designed and manufactured to meet rigid U.L. safety standards against risk of fire, casualty and electrical hazards.

# EIKI

**Audio Visual/Video Products**

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